



HIPPOCAMPER'S COMPLETE COOKBOOK



DUNGEONS & DRAGONS

A sensational mix of new rules options
for the world's greatest roleplaying game

HIPPOCAMPER'S COMPLETE COOKBOOK



CREDITS

Lead Designer: Phil Robinson, AKA Pixel_Engine

Additional Writing for Chapter 4: James Ager, Ernest L, Cameron MacAskill, robbdylanc, Nicole Robinson, Sue Robinson, Indy Tsang

Editor: Indy Tsang

Art Direction: Phil Robinson

Gourmet Icon Design: Nicole Robinson

Gourmet Icon Graphics: Adriano Emerick

Full Page Watercolor Stains: Jared Ondricek

Additional Watercolor Stains: QalarValar

Cover Illustrator: H'ò Tién Quang

Interior Illustrators: Alex Alexandrov, amiroteia, an_hy, Ann-Jean, Lindsay Archer, Bastien Aufrère, Mike Bacchin, Greeim Bae, Eric Belisle, Steve Belledin, Maryana Bodnar, Paul Bonner, Vinny Bortoletto, Conor Burke, Ekaterina Burtseva, CalloftheDeep, David Cellabos, Milivoj Ćeran, Marc Chagall, Sidharth Chaturvedi, Jeff Chen, Avery Coleman, CondeNadie, H Cooper, Brogan Coral, Dom Critelli, Astra Crompton, Lily Cui, Rustan Curman, Winnie Davies, DeeSigns, Jan Ditlev, Angelicia Donarini, Gary



ON THE COVER

On a bright day in the markets of Sigil, City of Doors, the mystic Arciganus Hippocamper browses delicacies from a dozen different planes in this painting by H'ò Tién Quang.

Dupuis, Les Edwards, Jesper Ejsing, Jason A. Engle, Evelyn, Mattias Fahlberg, Taran Fiddler, Lucas Firmino, Michael Fitzhywel, Charles Theodore Frere, Frost River, Randy Gallegos, Gawain, GDJ, Guesscui, HA KO, Donghee Han, Larry Hancock & BobShomier, Leesha Hannigan, Anna Maria Hussey, Jake (I Draw Stuff), Forrest Imel, Robert Ingen, Hannah Kennedy, Jiyeong Kim, Rick Kollath, Konsta, Bryant Koszu, KsansaK, Vasilyeva Larisa, Ian Llanas, Looceyloo, 10ngtime, Titus Lunter, Macrovector Lorenzo Mastroianni, Kaek McBeardy, Marcela Medeiros, Izzy Medrano, Ekaterina Mikhailova, Dieter Miller, mitrelef, Mocha, Prathamesh Moore, Jim Nelson, Nightblue-art, nipuni, Sergey Nivens, Luis Felipe Peredo Noguez, Will O'Brien, Odin's Grey Hawk, Ervin Pajazetović, Jeremy Paul, Ariel Perez, April Prime, Ljubica Rancic, David René, Marion Rose, Douglas Schneider, Inka Schultz, Dan Scott, Slartibartghast_II, Bronte Sobotka, Sonulkaster, Farida Sunny, Sandara Tang, Tavern of Trinkets, Timo, Vincent Trinidad, Kate Tugwell, Daria Ustiugova, Bradley Van Camp Konstantin Vavilo, vennom07, Haley Wakefield, Wang Wei, Ohn Mar Win Grzegorz Wlazło, Liam Wood, Will Worthington, yagaminoue, Vicky Yarova

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Playtesters: James Ager (or "The Fabulous and Enticingly Enigmatic Blaahu Blaa, Legendary Founder of the Society of the Questing Knives"), "Modo", Enrico, Ernest L as "Pepper" & others, mitrelef as Fhearghachd as "Madam Zara", "Ggg the Gathering Goblin Gourmet", Grainne, Hannah, Josh Humphries, "Petrichor" and his many trifles, robbdylanc, Nicole Robinson, Serbanzai, Indy Tsang as "Vostock Iakobashvili", Andrew Wheate, Christina Wheate



Disclaimer: The production team explicitly does not endorse the consumption of anything presented in this book. Even when it does explicitly endorse just that. The last thing you should do is eat the book itself. Although preferably before the digestif.

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USING THIS BOOK

Hippocamper's Complete Cookbook brings a buffet of new rules options for Dungeons & Dragons, the inspiration behind each of which has been collected and collated by the mystic Arcganvus Hippocamper. A wandering gourmand, Hippocamper has traveled the multiverse seeking new flavors and meeting every manner of being under each sun. His personal reflections on the experiences or snippets of stories he has found accompany the options presented here. As the title implies, this collection is centered around food, including an entire class dedicated to its preparation, but (certainly in Hippocamper's eyes) this doesn't only mean recipes for making and eating. The offered options span a variety of themes brought together through the social and communal part that food plays in our lives.

Written for both players and Dungeon Masters, the options presented in this book are available to add new flavor to any kind of campaign, whether it be in a published D&D setting such as Eberron, Ravenloft, or the Forgotten Realms, or set inside a new addition to the multiverse that your group has brought to life.

WHAT'S ON THE MENU

Chapter 1 brings a hearty new option for players to the table, presenting the gourmet class: a stalwart chef whose food is focused on extending the stamina of a party through the adventuring day.

Chapter 2 introduces several new races alongside a number of new features and subclasses for the classes in the *Player's Handbook* and the artificer class found in *Tasha's Cauldron of Everything*. The chapter also provides new languages, tool proficiencies, and more, as well as a swathe of feats for tables that use them.

Chapter 3 is an essential stop to stock up on magical flourishes for your campaign, including spells, artifacts, and other magical items found in the kitchen or once wielded by famous gourmets.

Chapter 4 is the DM's workspace, providing guidance on topics such as player character relationships, expanded rules for books, tools, and inspiration, and a new approach to using expanses of wilderness. The chapter ends with a series of tables offering suggestions for meals provided by various establishments that might fill the DM's world, should they wish to indulge in an extra layer of immersion.

PICK AND CHOOSE

Everything in this book is optional. Each group, guided by the DM, chooses which of these options, if any, to bring into a campaign. You can use some, all, or none of them. What matters most is choosing the ones that fit best with your campaign's story, tone, and with your group's style of play.

Whatever options you might choose to use, this book relies on the rules in the *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*. It can be paired with the options in *Xanathar's Guide to Everything*, *Tasha's Cauldron of Everything*, and any other D&D books you wish to use.

TEN RULES TO REMEMBER

1. THE DM ADJUDICATES THE RULES

The rules of D&D cover many of the twists and turns that come up in play, but the possibilities are so vast that the rules can't cover everything. When you encounter something that the rules don't cover or if you're unsure how to interpret a rule, the DM decides how to proceed, aiming for a course that brings the most enjoyment to your whole group.

2. EXCEPTIONS SUPERSEDE GENERAL RULES

General rules govern each part of the game. For example, the combat rules tell you that melee weapon attacks use Strength and ranged weapon attacks use Dexterity. That's a general rule, and a general rule is in effect as long as something in the game doesn't explicitly say otherwise.

The game also includes elements—class features, spells, magic items, monster abilities, and the like—that sometimes contradict a general rule. When an exception and a general rule disagree, the exception wins. For example, if a feature says you can make melee weapon attacks using your Charisma, you can do so, even though that statement disagrees with the general rule.

3. ADVANTAGE AND DISADVANTAGE

Even if more than one factor gives you advantage or disadvantage on a roll, you have it only once, and if you have advantage and disadvantage on the same roll, they cancel each other.

4. REACTION TIMING

Certain game features let you take a special action, called a reaction, in response to an event. Making opportunity attacks and casting the shield spell are two typical uses of reactions. If you're unsure when a reaction occurs in relation to its trigger, here's the rule: the reaction happens after its trigger, unless the description of the reaction explicitly says otherwise. Once you take a reaction, you can't take another one until the start of your next turn.

5. PROFICIENCY BONUS

If your proficiency bonus applies to a roll, you can add the bonus only once to the roll, even if multiple things in the game say your bonus applies. Moreover, if more than one thing tells you to double or halve your bonus, you double it only once or halve it only once before applying it. Whether multiplied, divided, or left at its normal value, the bonus can be used only once per roll.

6. BONUS ACTION SPELLS

If you want to cast a spell that has a casting time of 1 bonus action, remember that you can't cast any other spells before or after it on the same turn, except for cantrips with a casting time of 1 action.



7. CONCENTRATION

As soon as you start casting a spell or using a special ability that requires concentration, your concentration on another effect ends instantly.

8. TEMPORARY HIT POINTS

Temporary hit points aren't usually cumulative. If you have temporary hit points and receive more of them, you don't add them together, unless a game feature says you can. Instead, you decide which temporary hit points to keep.

This rule is especially important when playing with the gourmet class found in the next chapter. Many of its class features specify occasions where temporary hit points can be added cumulatively, but the general rule still applies: so read each feature carefully.

9. ROUND DOWN

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater.

10. HAVE FUN

You don't need to know every rule to enjoy D&D, and each group has its own style—different ways it likes to tell stories and to use the rules. Embrace what your group enjoys most. In short, follow your bliss!

SPELL SOURCES AND OTHER BOOKS

Wherever possible, this book strives to be usable as a standalone compliment to the *Player's Handbook*. The majority of spells referenced in Chapters 1 and 2 (for example, in the expanded spell lists granted to certain character archetypes) are found there. On occasion, a spell will be marked with one asterisk: this denotes that it is instead found in *Xanathar's Guide to Everything*. Spells marked with two asterisks are found in *Tasha's Cauldron of Everything*. Yet more spells appear in Chapter 3 of this book: wherever these spells are referenced, the reader will be pointed to Chapter 3 by a note in parentheses following the name of the spell (such as this one).

If you are a player, fear not: the vast majority of new flavors the following pages have to offer can be sampled in combination with nothing more than the basic rules of the game. If you are a DM, your core rulebooks will suffice for everything else. If something takes your fancy and you find yourself without the specific material referenced, you may simply substitute this missing ingredient (such as a spell found outside of the *Player's Handbook*) for another you have available that you find fitting to your tastes.

Now, go, and feast to your heart's content!

CHAPTER 1

THE COOKING CLASS

To the very welcome reader of this book,

My name is Arcanvus Hippocamper: a traveler, mystic, and, most likely, a stranger to you. So, let me begin our acquaintance by hoping that you find yourself comfortable — say, in a safe haven, beside the warmth of a fire whose flames are roasting or toasting something to be enjoyed as you peruse this tome.

Food is my great passion. It has propelled me — and called me — across the multiverse. I have sampled more forms of cuisine than some believe there are worlds to know. And at every table, I met a new story. Traditions passed down in the recipes I ate, or tales told by the people I supped with. What waits before you in these pages is a smorgasbord of sustenance, both cultural and culinary, curated from the favorite discoveries of my travels.

We begin with my notes on a fine class of cooking: but consider it an introduction, rather than instruction. I love to cook as well as to eat, but I can claim to be no expert. I humbly concede the finer points to those wonderful beings whose talent for devising excellent dishes equals and even exceeds my own gift for tracking them down. Gourmets — folk preternaturally talented in the delighting of the tastebuds — are met on every world. Thank the gods for that. And I have never met a one I wasn't glad to. So, I invite you now to meet them as well. Sit, share in their meals and their wisdom, and begin to sample, as I have, the many fruits the multiverse proffers from its twisting branches.

HIPPOCAMPER



arely does an adventuring party turn down the reviving energy of a good meal. The luckiest will count among their number someone skilled with a knife and a skillet: perhaps exceptionally skilled. This chapter adds a new class in this mold to the options given in the *Player's Handbook*.

Here are the options featured in this chapter:

- The gourmet class, a stalwart chef whose food fuels the adventuring day.
- Thirteen subclasses for the gourmet, each focused on a different creature type found in the worlds of D&D.
- A section offering guidance and inspiration for adding personal history and flavor to your gourmet character.



PERSONAL TASTE

The gourmet doesn't dictate recipes to be used with its class features. The world is your oyster: when describing your dishes, think about the food that speaks to your character, and fulfills the desires of the day. After long weeks on the march relying on dried goods, perhaps something fresh and green is what you would prepare the next morning. When readying for a big battle, maybe comfort food or protein are the priorities. Your description adds no limit or extra benefit to a feature's effects, but it adds distinctive flavor to who you are as an adventuring gourmet.



GORUMET

A round-bellied halfling stirs the great iron pot, almost as large as he is, simmering over the embers of last night's campfire. He lifts a portion of tender venison from the stew to taste before adding a pinch of salt and pepper from his pouch. The empty ladle finds the flank of the iron pot, rousing the rest of the adventuring party to breakfast with a clanging alarm. The predawn grumbling soon gives way to the licking of lips. They shall feast like kings on the hunt before diving into the necropolis hidden ahead.

A human woman, cutting an intimidating figure in her armor of patchwork skins and scales, squats on the edge of a jagged outcrop. The chimera broken across the rocks offers a unique blend of meats she can use. She begins to skin and butcher the monster, already salivating at the thought of what thrills the meal will bring. The fiery glands in the throat she saves for last, handling them carefully. Surely there is some way to incorporate the mixture into a spicy goat curry...

A drow sits in their make-up, resisting the urge to scratch at the pale stuff by sipping casually at their wine. The fools arranged around the table of a "high elf diplomat" are already many cups deep into their own. The kitchen doors swing open and the drow summons forth the servants bearing the main course – personally prepared before the arrival of the guests. They tuck in eagerly, tearing the food from the silver platters with uncivilized haste. One by one their eyes glaze over and they turn limply to the head of the table, awaiting instruction. The drow allows themselves a smile that cracks their alabaster mask open around the lips.

Each of these figures is a gourmet. A cook, and more, who has sought out the strangest, finest ingredients in the world and transformed them through their own skill into wonders for the senses. Some cook to delight, some for gain or glory; yet more pursue new flavors purely for the love of the craft. Each is a unique talent whose culinary daring has turned them into experts on certain parts of the natural world.

A TASTE FOR ADVENTURE

The best things in life are for the bold of heart: such is as true of cooking as it is of anything else. A gourmet has the soul of a chef, but they also hold the heart of an adventurer. Their passions are combined in an endless hunt for incredible and exotic ingredients to experiment with.

What sets a gourmet apart from your common-or-garden cook is their view on – or rather, disregard for – civilized boundaries. A gourmet cares not for the stifling directions of the recipe book, but seeks inspiration in bizarre and far-flung flavors. Pioneering food requires daring souls who will visit distant lands and tussle with terrible beasts, just for the chance to taste them as a well-seasoned steak. As such, gourmets maintain the same skills as traveling merchants and nomadic warriors. They are hardy folk who will happily forage grubs for weeks on end to survive, if it means an opportunity to discover a fantastic new delicacy.

The adventuring cook is not fussy, but is interested in a wide selection of meats, powders, seasoning, and vegetation that can often only be found off the beaten path, to be best enjoyed that same night roasted over a crackling campfire.



FRESH INGREDIENTS

Eat what you kill – this is the mantra of a gourmet. With skilled hands they can skin and fillet any number of beasts and even monsters for food. A gourmet will try anything at least once. On the road, they gather an eclectic stock of ingredients from all corners of nature's larder. A traveling chef must be a master of the medley, using what they have to its best to provide for themselves and their companions.

As gifted chefs, gourmets can draw out the nourishing powers of these diverse ingredients in ways no other can come close to, working wonders in even the most trying of conditions. They can ensure that even a single square meal a day is made to count, turning the humblest provisions into a feast that bolsters body and mind. Many adventuring bands have won the day thanks only to the skills of their stalwart cook. The lasting effects of a meal depend on the particular training and instincts of the gourmet who prepares it; but a positive review from those partaking is all but guaranteed.

CREATING A GOURMET

When creating a gourmet, think about their relationship with food. Do they love to serve others and see them satisfied, or do they seek out the most wonderful flavors for themselves? Were they formally trained, or did they learn through experimentation? Also consider what sets them apart from other cooks: their call to adventure. What drew them to take their craft on the road less traveled?

THE GOURMET

Level	Proficiency Bonus	Features	Stock	Meal Multiplier
1st	+2	Guts, Stock Up, Campfire Cook	2	1
2nd	+2	Culinary Specialty, Chef's Technique	4	1
3rd	+2	Discerning Taste, Lunch Rush	6	1
4th	+2	Ability Score Improvement	8	1
5th	+3	Fodder Break, Epicurean Physique	10	2
6th	+3	Culinary Specialty Feature	12	2
7th	+3	Wine & Dine, Hustle	14	2
8th	+3	Ability Score Improvement	16	2
9th	+4	Varied Palate	18	2
10th	+4	Gusto, Culinary Specialty Feature	20	2
11th	+4	Breakfast of Kings	22	2
12th	+4	Ability Score Improvement	22	2
13th	+5	Baker's Dozen	24	3
14th	+5	Culinary Specialty Feature	24	3
15th	+5	Great Gusto	26	3
16th	+5	Ability Score Improvement	26	3
17th	+6	Seasoned Adventurer	28	3
18th	+6	Secret Ingredient	28	3
19th	+6	Ability Score Improvement	30	3
20th	+6	Way to the Heart	30	3

QUICK BUILD

You can make a gourmet quickly by following these suggestions. First, make Constitution your highest ability score. Your next highest score should be Wisdom. Finally, choose either the Folk Hero or Guild Artisan background.

HIT POINTS

Hit Dice: 1d12 per gourmet level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per gourmet level after 1st

PROFICIENCIES

Armor: Light armor, shields.

Weapons: Simple weapons, tridents, nets.

Tools: Cook's utensils.

Saving Throws: Constitution, Intelligence

Skills: Choose three from Animal Handling, Insight, Medicine, Nature, Persuasion, Sleight of Hand, or Survival.

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) five daggers, or (b) a simple weapon of your choice.
- (a) an explorer's pack, or (b) a diplomat's pack.
- A set of padded armor and a shield.
- A set of cook's utensils, an iron pot, and 10 days of rations.

If you forgo this starting equipment, as well as the items offered by your background, you start with $3d4 \times 10$ gp to buy your equipment.

MULTICLASSING AND THE GOURMET

If your group uses the optional rule on multiclassing, here's what you need to know if you choose gourmet as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least Constitution and Wisdom scores of 13 to take a level in this class, or to take a level in another class if you are already a gourmet.

Proficiencies Gained. If the gourmet isn't your initial class, here are the proficiencies you gain when you take your first level as a gourmet: light armor, shields, one skill from the gourmet's skill list, cook's utensils.

CLASS FEATURES

As a gourmet, you gain the following class features, which are summarized in the Gourmet table.

GUTS

1st-level gourmet feature

When a creature you can see attacks a target that is within 5 feet of you, you can use your reaction to interpose yourself between the attack and its intended target, making yourself the target of the attack roll instead. You must make this decision before the attack is determined to hit or miss.

STOCK UP

1st-level gourmet feature

A good cook wastes not and wants not. Your ingredients come not only from the pantry, but also from the creatures you encounter on your adventures. As a gourmet, you build up a stock of special dice called Ingredient Dice by harvesting slain creatures. These dice fuel your other abilities, detailed later in this class.

At the end of a long rest, you gain a number of ingredient dice equal to twice your proficiency bonus, which are d6s. At 6th level, these ingredient dice turn into d8s. At 14th level, they turn into d10s.

With cook's utensils, a dagger, or a weapon that deals slashing damage in hand, you can begin the process of harvesting additional ingredient dice from the remains of a creature within 5 feet of you, so long as it died within the last 24 hours and is one of the following types of creature: aberration, beast, dragon, elemental, fiend, fey, giant, humanoid, monstrosity, ooze, or plant. The process takes 1 minute per creature, at the end of which you gain an ingredient die equal to the size of its Hit Dice.

For example, if you harvest a Tiny creature, you gain 1d4 as an ingredient die. If the creature is Small, you gain 1d6, and so on. Ingredient dice serve as the key components of your dishes. It is assumed that you combine them with other sundries that you gather on your journey.

The maximum number of ingredient dice you can store is shown in the Stock column of the Gourmet table. If you exceed your Stock maximum when you gain a new ingredient die, you must choose ingredient dice in your stock to discard until you no longer exceed it.



ADDING INGREDIENTS TO YOUR STOCK

Unlike a class feature such as Bardic Inspiration, your Stock isn't necessarily replenished to its maximum upon completing a short or long rest. Therefore, it is important for both players and DMs looking to use the Gourmet to consider the ease of access to this resource. If a campaign is unlikely to feature many creatures to harvest, consider allowing alternate methods to gather ingredients. Fresh stock could be bought in town, for example.

CAMPFIRE COOK

1st-level gourmet feature

Your culinary skills are crucial to extending the stamina of your companions. Luckily, you have learnt to cook almost anywhere.

As long as you have access to your cook's utensils at the end of a long rest, you can expend any number of ingredient dice in your Stock to create a meal. A meal comprises a pool of temporary hit points equal to the total number rolled on the expended ingredient dice + your Wisdom modifier. Choose any number of friendly creatures (which can include yourself) within 30 feet of you to partake of the meal. You serve a number of temporary hit points to each creature from your meal as you see fit. A single creature can gain a maximum number of temporary hit points per meal equal to $5 \times$ your gourmet level. Temporary hit points served from your meal last until the start of a creature's next long rest.

As you gain levels in this class, the quality of your cooking will improve and the value of your meal will multiply, as shown in the Meal Multiplier column of the Gourmet table. Apply this multiplier when determining the total number of temporary hit points in one of your meals.

For example, as an 5th-level gourmet with a Wisdom score of 17, you might roll 7 ingredient dice of varying sizes for a total of 27 points. Adding your Wisdom modifier of 3 brings this to a total of 30 points, before you apply your Meal Multiplier for a pool totaling 60 temporary hit points. To three different creatures, you choose to grant 15, 20, and 25 temporary hit points respectively.

CULINARY SPECIALTY

2nd-level gourmet feature

Choose a culinary specialty: Aberrant Cuisine, Beast Cuisine, Cannibal Cuisine, Capricious Cuisine, Elemental Cuisine, Gelatinous Cuisine, Hellish Cuisine, Industrial Cuisine, Monstrous Cuisine, Ordnung Cuisine, Quartermaster's Cuisine, Rare Cuisine, or Vegetarian Cuisine, each of which is detailed after the class's description. Your choice grants you features at 6th level, and again at 10th and 14th level.

CHEF'S TECHNIQUE

2nd-level gourmet feature

Cleavers, knives, or tenderizers: a good cook uses their tools with precision. Choose either bludgeoning, piercing, or slashing damage. You gain a +2 bonus to attack rolls you make with melee weapons that deal your chosen damage type.

In addition, your proficiency bonus is now doubled for any ability check you make that uses your proficiency with cook's utensils.

DISCERNING TASTE

3rd-level gourmet feature

You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on taste or smell in regard to prepared food or drink.

LUNCH RUSH

3rd-level gourmet feature

You can take charge of a busy situation with decisive momentum. Instead of moving as normal on your turn, you can convert your movement into a bold rush. The path of your rush is a straight line equal in width to your space and equal in length to your movement speed. Every creature in the line must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Constitution modifier) or be knocked prone. This movement does not provoke attacks of opportunity. While rushing, you ignore difficult terrain created by moving through a creature's space, but walls and other solid surfaces arrest your momentum.

Starting at 5th level, you can choose to expend one ingredient die when making your Lunch Rush. Any creature that fails its save and is knocked prone takes bludgeoning damage equal to the number rolled on the expended die.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses at the end of a long rest.

ABILITY SCORE IMPROVEMENT

4th-level gourmet feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

FODDER BREAK

5th-level gourmet feature

You can now quickly prepare small meals and snacks to refuel your companions throughout the day. During a short rest, you can expend an ingredient die to grant a friendly creature within 30 feet of you temporary hit points equal to your Wisdom modifier + the number rolled on the expended ingredient die. The temporary hit points created by this meal do not replace those granted by your Campfire Cook feature, but instead are added to them. You can bolster up to six creatures this way per short rest, expending one ingredient die per creature.

EPICUREAN PHYSIQUE

5th-level gourmet feature

Your adventurous diet has made you remarkably robust. You become immune to poison and disease from ingested sources.

In addition, at the start of each of your turns you can choose one of the following benefits. The benefit you choose lasts until the start of your next turn:

- **Robust Blows.** By throwing your weight behind your blows, you can add your Constitution modifier to the damage rolls of your melee attacks.
- **Sturdy Defense.** By tensing yourself to withstand punishment, you can reduce the damage you take from weapon attacks by an amount equal to your Constitution modifier.

WINE & DINE

7th-level gourmet feature

You are able to exploit the natural bonhomie shared between those who break bread. While eating a meal at the same table, or within similar proximity to, another creature with an Intelligence score of 8 or higher, you gain advantage on Wisdom (Insight) or Charisma (Persuasion) checks made against that creature.

HUSTLE

7th-level gourmet feature

You will ignore minor pains common to the kitchen and the battlefield when time is of the essence. You gain resistance to acid, cold, and fire damage if you have moved since the beginning of your last turn.

VARIED PALATE

9th-level gourmet feature

You gain proficiency in one new skill of your choice.

In addition, choose one type of creature detailed in the Stock Up class feature. You gain two ingredient dice, instead of one, when harvesting from this creature type.

GUSTO

10th-level gourmet feature

A creature that partakes of a meal created using your Campfire Cook feature has its exhaustion level, if any, decreased by 1.



BREAKFAST OF KINGS

11th-level gourmet feature

You can expend 8 ingredient dice to cast the *heroes' feast* spell, without needing material components. When you do so, you can choose to expend an additional ingredient die for each creature partaking of the feast to grant advantage to all Charisma saving throws as part of the feast's benefits.

BAKER'S DOZEN

13th-level gourmet feature

You can treat any d12 or d20 roll of 12 as a 13.

GREAT GUSTO

15th-level gourmet feature

A creature that partakes of a meal created using your Campfire Cook feature now has its exhaustion level, if any, decreased by 2.

SEASONED ADVENTURER

17th-level gourmet feature

Your vast experience grants you proficiency in Wisdom and Dexterity saving throws.

SECRET INGREDIENT

18th-level gourmet feature

When you roll initiative and have no ingredient dice remaining, you regain 1 ingredient die. Roll a d6 to determine its size according to the table below:

d6 Roll	Ingredient Die
1	d4
2	d6
3	d8
4	d10
5	d12
6	d20

WAY TO THE HEART

20th-level gourmet feature

You can reinvigorate your well-fed companions with a rousing display of bravery. As an action once per long rest, you can immediately grant temporary hit points equal to $10 \times$ your Wisdom modifier to any friendly creatures that can see you within 120 feet, so long as they retain at least 1 temporary hit point granted by your Campfire Cook or Fodder Break features. These temporary hit points replace those granted by your other gourmet features.

CULINARY SPECIALTY

Every gourmet personalizes their craft. They may have been formally trained in a particular style of regional cuisine, or they might simply let their own tastes guide their work. As adventurers, gourmets often find that their skill sets translate into an affinity with preparing different kinds of creatures. Gourmets value novel experiences, with no two exactly alike in style. Nonetheless, they will generally fall into one of the categories described below.



ABERRANT CUISINE

Starting off a little strange, yes: but the amuse-bouche is meant to excite the palate.

HIPPOCAMPER

All gourmets have adventurous appetites. Those who chase the taste of aberrant cuisine push the palate beyond ordinary comprehension. They are fascinated by the possibilities of strange or otherworldly foods that rarely find their way onto the Material Plane. These cooks are often obsessive about recording the details of their dives into the unknown, though such recipes are unlikely to be written in a legible hand, or to be recognized as edible at all. Many gourmets of this ilk exude an unsettling, invasive air. A steady diet of foodstuffs outside of mortal comprehension can wreak bizarre changes to the tastebuds... and the mind.

UNORTHODOX PALATE

2nd-level Aberrant Cuisine feature

Your preferences have resulted in particular skill when it comes to hunting and harvesting aberrations. You gain two ingredient dice, instead of one, when harvesting from a creature with the aberration tag.

ESOTERIC METHOD

2nd-level Aberrant Cuisine feature

You follow your tastes down a peculiar path that leaves common wisdom far behind. Whenever a gourmet feature uses your Wisdom modifier, you can use your Intelligence modifier instead.

PARASITIC DELICACY

2nd-level Aberrant Cuisine feature

Your meals host an unearthly component that lingers in the body. Friendly creatures that partake of a meal created using your Campfire Cook feature form a shared mental network with one another that lasts 12 hours, or until the start of your next long rest. They can communicate telepathically with other creatures that consumed the meal up to a range equal to your Intelligence modifier \times 100 feet (minimum 0). Creatures with an Intelligence score of 2 or less are unable to join the network.

As an action while your network is active, you can expend an ingredient die to detect creatures that can be harvested using your Stock Up feature. You learn the location, as well as the type, of any such creature within 60 feet of you. The probe can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.

FALSE HUNGER

6th-level Aberrant Cuisine feature

You learn to trigger the panic of starvation in your foes by invading their sensory centers with psychic tastes and smells. When a hostile creature moves within 10 feet of you for the first time on a turn or starts its turn there, it must make an

Intelligence saving throw (DC equal to 8 + your proficiency bonus + your Intelligence modifier). On a failed save, the creature takes psychic damage equal to your Intelligence modifier.

A creature that does not need to eat or drink is immune to this effect.

ACQUIRED TASTE

6th-level Aberrant Cuisine feature

Your palate has developed enough to take in psychic flavours as well as physical ones. When you are harvesting from a creature, you can forgo adding any ingredient dice to your stock and instead instantly consume part of that creature, gaining some of its recent memories. You can choose one of the creature's skill proficiencies, if it had any, and substitute its bonuses for your own for 1 hour. For up to 10 minutes after consumption, you can explore the memories of events that the target experienced within the last 24 hours. You can hone in on particular events that lasted no more than 10 minutes in detail. Otherwise, you gain a general summary of the creature's experiences. You can recall what you learned afterwards as accurately as if accessing your own memories.

SUBSTITUTE

10th-level Aberrant Cuisine feature

When a creature that forms part of your Parasitic Delicacy network is forced to make an Intelligence, Wisdom, or Charisma saving throw, they can choose to use the save modifier of any other creature currently in the network in place of their own. Multiple creatures can choose the same modifier to use at the same time.

Saves can be substituted in this way a number of times equal to your Intelligence modifier (minimum 0). If multiple creatures substitute a save at the same time, each creature expends a use of this feature. You regain all expended uses after completing a long rest.

BRAIN FOOD

14th-level Aberrant Cuisine feature

Your unusual diet has wrought permanent changes upon your mind. You become immune to hostile telepathy. If a creature attempts to breach your mind or contact you telepathically without prior consent, you become aware of this, as well as the general direction and distance to the source of the signal, but are otherwise unaffected.

In addition, your Intelligence score increase by 2. Your Intelligence score maximum is now 22.

BEAST CUISINE

Simple, salty, satisfying. Sign me up.

HIPPOCAMPER

Chefs who choose this specialty favor rustic, countryside cooking: luscious roasts, thick-cut bacon butties, soups, stews, and barbeques. They are often expert hunters as well as cooks, and excel in identifying and tracking the finest game to serve as a centerpiece. Guests to such a gourmet's table leave feeling fit to burst and as strong as an ox.

A human beast gourmet
nets the catch of the day



CARNIVORE'S PALATE

2nd-level Beast Cuisine feature

Your preferences have resulted in particular skill when it comes to hunting and harvesting beasts. You gain two ingredient dice, instead of one, when harvesting from a creature with the beast tag.

HEARTY MEALS

2nd-level Beast Cuisine feature

Whenever a creature receives temporary hit points from one of your gourmet features, it can immediately expend 5 temporary hit points to decrease its exhaustion level by 1. Multiple levels of exhaustion can be cured simultaneously, with temporary hit points expended separately for each level.

BAIT QUARRY

2nd-level Beast Cuisine feature

You use hunting techniques to help secure foes. When you intercept an attack using your Guts feature, you can expend an ingredient die to immediately grapple the attacking creature, so long as you would ordinarily be able to do so.

When you are grappling a creature, you can use the Attack action to make a special melee attack and attempt to restrain it with a rope, chain, trap, or similar. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. Make a Wisdom (Animal Handling) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics). If you succeed, the target is restrained. The effect persists even if you release your hold on the creature. The creature can use an action to attempt to break free, as if from a grapple, by contesting your original roll again. On a success, it is no longer restrained.

EXTRA ATTACK

6th-level Beast Cuisine feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

WILD ROAST

6th-level Beast Cuisine feature

Your cooking enriches the natural succulence of your protein-packed ingredients. When you create a meal using your Campfire Cook feature, you can choose one effect of the *enhance ability* spell. A number of creatures of your choice equal to your Wisdom modifier (a minimum of 1) that partake of the meal gain this effect. The effect does not require concentration to maintain, and persists so long as a creature retains temporary hit points from your meal. If the Bear's Endurance effect is chosen, the 2d6 additional temporary hit points are rolled separately for each creature affected, and are added to the total of temporary hit points they receive from your meal.

Starting at 10th level, you can choose a different effect of the spell to grant to each creature that partakes of the meal.

GAME COOK

10th-level Beast Cuisine feature

Your talents as hunter and cook are equally honed. When you hit a creature of a type you are able to harvest with a weapon attack, you can opt to target its vital points and prematurely expend its ingredient die, adding the number rolled + your gourmet level to your total damage for the attack. An ingredient die targeted in this way cannot be harvested later.

If the creature you target is of a type that you can harvest two ingredient dice from, instead of one, you can prematurely expend one or both dice when targeting it with this feature.

CHOICE CUTS

14th-level Beast Cuisine feature

You now treat creatures as one size larger for the purposes of harvesting or prematurely expending ingredient dice. For example, Tiny creatures now offer 1d6, Small creatures 1d8, and so on. The size of an ingredient die cannot exceed d20.

CANNIBAL CUISINE

No sense in being squeamish about these things.

HIPPOCAMPER

Some societies, including the cold-minded Lizardfolk, have normalized the practice of eating other humanoids. These cultures are few and far-between – most civilizations agree it is one of the ultimate taboos. But desperation creates strong stomachs, and icy hearts. Individuals with a talent for cooking can become grim gourmets when faced with starvation. Some pursue this craft purposefully, as the butchers and blood-ministers of cults or communities dedicated to wicked gods. Whatever the path taken – neutral, regrettable, or reprehensible – the genuine skill of a cannibal gourmet must be acknowledged. From a questionable pantry, they can cook up recipes that are worryingly moreish.

GRISLY PALATE

2nd-level Cannibal Cuisine feature

Your preferences have resulted in particular skill when it comes to hunting and harvesting humanoids. You gain two ingredient dice, instead of one, when harvesting from a creature with the humanoid tag.

PERSONAL CHEF

2nd-level Cannibal Cuisine feature

You learn how to shadow a target you have marked for consumption. As a bonus action, choose a creature that you can see within 120 feet of you. The target must succeed on a Wisdom (Insight) check (DC equal to 8 + your proficiency bonus + your Wisdom modifier). On a failure, the target is marked by your bloodlust for 24 hours. A marked target has disadvantage on Wisdom (Insight) and Wisdom (Perception) checks related to you. Once per turn when you hit the marked target with a weapon attack, you can immediately make a second attack against the same target as part of the same action. If necessary, you draw a new weapon or piece of ammunition as part of this attack. This attack is a critical hit on a roll of 19 or higher.

The target ceases being marked if it dies, you mark another creature, or if you choose to release it as a bonus action.

You can use this feature twice. You regain all expended uses at the end of a short or long rest.

CANNIBAL'S CRAVING

2nd-level Cannibal Cuisine feature

When you are harvesting from a creature, you can forgo adding an ingredient die to your stock and instead instantly consume it, recovering a number of hit points equal to the number rolled on the consumed ingredient die + your Constitution modifier.

Dragonborn cannibal Vostock Iakobashvili, trusty cleaver in hand, eyes up his next meal



If the creature is of a type that you can harvest two ingredient dice from, instead of one, you can consume one or both dice when using this feature.

Once you use this feature, you must finish a short rest before you can use it again.

TASTE FOR BLOOD

6th-level Cannibal Cuisine feature

Creatures that you feed gain an enhanced appetite for violence until the start of their next long rest. Once per turn, when a creature that has partaken of your most recent Campfire Cook meal misses an attack against a target within 30 feet and the target is missing any of its hit points, the creature can reroll its attack against that target.

HUNGRY STARE

6th-level Cannibal Cuisine feature

Try though you might, sometimes your predilections can be hard to hide. It is evident when you have hunger on the brain. If you have not eaten for 4 hours or more, you gain advantage on Charisma (Intimidation) checks against humanoids.

BUTCHER'S MENTALITY

10th-level Cannibal Cuisine feature

Your mind is by now completely dissociated from the horrors you see inflicted by your own blades. When you deal damage to a creature with an attack, you gain resistance to psychic damage and gain a +1 bonus to your Intelligence, Wisdom, and Charisma saving throws until the start of your next turn.

VORACIOUS

14th-level Cannibal Cuisine feature

Your hunger for blood has become equal to that of a berserker. If the second attack granted by your Personal Chef feature is a critical hit, you can expend an ingredient die to make a third attack against the same target as part of the same action. If necessary, you draw a new weapon or piece of ammunition as part of this attack. This attack is a critical hit on a roll of 18 or higher.

CAPRICIOUS CUISINE

Delights, ah, and dangers both in the realms of the Fey, whether that's a court or a kitchen. Yet so worth the risk.

HIPPOCAMPER

The power to charm, to manipulate, is a tempting reward for the years required to learn a fine craft. Some gourmets seek just such opportunities. They use their culinary skills to practice a kind of black magic, constructing alluring feasts and blending potions of ill intent. These cooks know that the fruits of the conniving Fey are the secret to many double-edged delights. They also emulate the tricky nature of such creatures: drawing in, pampering, and deceiving their patrons with the subtle spice of sylvan magic... always ready to turn on them the moment a tantalizing advantage presents itself.

DECADENT PALATE

2nd-level Capricious Cuisine feature

Your preferences have resulted in particular skill when it comes to hunting and harvesting Fey. You gain two ingredient dice, instead of one, when harvesting from a creature with the Fey tag.

WITCHES' BREW

2nd-level Capricious Cuisine feature

You have a talent for tricking guests invited to your table. You gain proficiency with the poisoner's kit. By spending thirty minutes with your cook's utensils and either alchemist's supplies, a herbalism kit, or a poisoner's kit, you can create a meal using the same method as your Campfire Cook feature, and secretly fill it with bewitching poisons. The meal's value equals half of its usual total (rounded down).

Up to six creatures of your choice that partake of the meal must make a Constitution saving throw against (DC equal to $8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$). On a success, a creature notices a bad taste in the food but is otherwise unaffected. On a failure, a creature is charmed by you for a number of hours equal to your Wisdom modifier, or until you or your companions do anything harmful to it. The charmed creature regards you as a good friend. In addition, the meal's value is subtracted from a creature's maximum hit points for the duration. When the effect ends, the creature knows it was charmed by you.

The meal's true contents can be revealed by a *detect poison* and *disease* spell, but cannot be guarded against by effects such as *protection from poison* or *purify food and drink*.

A capricious gourmet
draws attention with
one hand, and her blade
with the other



BECKONING AROMA

2nd-level Capricious Cuisine feature

The dangerous allure of your dishes is enough to draw the nose of creatures with the force of a physical gesture. As an action, you can expend an ingredient die to cook up swirls of tantalizing steam that radiate from you in an aura with a 30-foot radius. The steam lasts for 1 minute. A hostile creature with a working sense of smell that starts its turn in the aura must make a Wisdom saving throw against your Witches' Brew DC. On a failed save, the creature is compelled to spend at least half of its movement speed to move towards you.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses at the end of a long rest.

MINGLE AMONG MANY

6th-level Capricious Cuisine feature

If you spend at least 1 minute studying two or more conversing creatures, you gain temporary fluency in the language they are speaking, so long as it is one you are able to physically reproduce. You retain this fluency for 1 hour. After the hour expires, the fluency is lost when you cease conversing with another creature in the language for longer than 1 minute.

COMPLIMENTS TO THE CHEF

6th-level Capricious Cuisine feature

You feed off of the delight and delirium your food evokes. Your attacks now deal an additional 1 damage for each creature that has partaken of your Campfire Cook or Witches' Brew meals in the last 12 hours.

GRACIOUS HOST

10th-level Capricious Cuisine feature

You can touch a creature as an action to extend your hospitality to it. An unwilling creature must succeed on a Wisdom saving throw against your Witches' Brew DC to resist the effect. The targeted creature immediately becomes invisible and hidden to the senses of all creatures other than you that do not possess truesight. Any conditions currently affecting the target are transferred to you, and any temporary hit points you have are transferred to the creature. If you are under the effects of a beneficial spell of 5th-level or lower, such as the *haste* spell, you can also choose to transfer the spell and its benefits to the target creature. Your hospitality lasts for 1 hour, or until you choose to withdraw it as a bonus action.

When your hospitality is withdrawn, the target creature immediately loses any benefits you have granted it. Any temporary hit points the target creature has remaining return to you, and any conditions currently affecting you are transferred to the target creature. In addition, the target creature becomes vulnerable to all damage until the start of its next turn. The next attack roll made against the creature before the start of its next turn has advantage.

Once you use this feature, you must complete a short or long rest before you can use it again.

SEDUCTIVE SWEETMEATS

14th-level Capricious Cuisine feature

You can expend an ingredient die as part of a Charisma (Deception) or Charisma (Persuasion) check to grant yourself advantage on the check by offering a small treat of the target's liking. If the target consumes the offering within the next hour, you can choose to have it immediately fall under the effects of your Witches' Brew feature. The value subtracted from the target's maximum hit points equals the number rolled on the expended die + your gourmet level.

ELEMENTAL CUISINE

Dinner and a magic show on the very same plate.

HIPPOCAMPER

Gourmets of this persuasion have been inspired by the way that the ingredients of the universe can be broken down into their most basic parts and endlessly recombined in new recipes. Experimenters and inventors at heart, they have an affinity for the study and manipulation of the elements – the very building blocks of all flavor, matter, and power – that elevates their molecular gastronomy to a method not unlike alchemy. With accompaniments of arcane magic, these curious cooks create burning spices, silky-smooth sauces, air-light pastries, and deep textures unlike any other. When called to action as part of an adventuring band, they can use these lessons in fusion to enhance the effects of their spellwork, as well.

SPELLCASTING

2nd-level Elemental Cuisine feature

You enhance your cooking and combat skill with the ability to cast spells. See chapter 10 of the Player's Handbook for the general rules of spellcasting and chapter 11 for the wizard spell list.

Cantrips. You learn three cantrips: *produce flame* and two other cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Slots. The Elemental Cuisine Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *burning hands* and have a 1st and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice, two of which you must choose from the conjuration and evocation spells on the wizard spell list.

The Spells Known column of the Elemental Cuisine Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be a conjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

An elemental gourmet cooks up a fiery brunch amongst ancient standing stones



ELEMENTAL CUISINE SPELLCASTING

Gourmet Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
2nd	3	3	2	—	—	—
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	11	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be a conjuration or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability: Wisdom is your spellcasting ability for your wizard spells, since you apply your learning through the medium of your cooking. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

PRIMORDIAL PALATE

2nd-level Elemental Cuisine feature

Your preferences have resulted in particular skill when it comes to hunting and harvesting elementals. You gain two ingredient dice, instead of one, when harvesting from a creature with the elemental tag.

ALCHEMICAL GASTROMANCY

2nd-level Elemental Cuisine feature

Your recipes interact with elemental magic in ways that continue to deliver an exhilarating culinary experience long after the last bite. When a creature partakes of a meal created using your Campfire Cook feature, it gains a stored version of the 1st-level spell *absorb elements* that remains stored for 8 hours, or until the creature is knocked unconscious.

As a reaction when it takes acid, cold, fire, lightning, or thunder damage, a creature can release this spell to instantly cast it upon themselves. The stored spell is then consumed.

EXPERIMENTAL FUSIONS

6th-level Elemental Cuisine feature

By combining magic and food, you create new recipes greater and stranger than the sum of their separate components. When you cast a spell of 1st level or higher, you can expend an ingredient die to prepare one of the effects listed below as part of the spell.

You can use this feature twice. You regain all expended uses at the end of a short or long rest.

EXPERIMENTAL FUSIONS

The fusions are presented in alphabetical order.

Deconstructed. You draw out the ingredients of water to change a spell. You can convert the damage type of the spell to one from the following list: acid, cold, fire, lightning, thunder, or bludgeoning. The first time the spell deals damage, it also deals additional damage equal to the number rolled on your expended ingredient die.

Kick it Up. You draw out the ingredients of fire to bolster a spell attack. Add the number rolled on the expended ingredient die to your spell attack roll.

Rustic Charm. You draw out the ingredients of earth to reinforce the heft of a spell. Add half the number rolled on the expended ingredient die, rounded up, to your spell save DC for this spell. The increased DC lasts for the duration of the spell.

With a Twist. You draw out the ingredients of air to put a spin on a ranged spell attack. Add 5 x the number rolled on the expended ingredient die to the spell's range in feet. The spell can now also move around corners if necessary, and ignores three-quarters cover and half cover to reach its target if it is in range.

ELEMENT EATER

6th-level Elemental Cuisine feature

You have trained your body to subsist on and savor elemental energy. When you are targeted by or included in the area of effect of a spell, attack, or other effect that deals acid, cold, fire, lightning, thunder, or bludgeoning damage and you have resistance to that damage, you can expend an ingredient die to absorb the resisted element instead, taking no damage from the triggering effect and instead regaining a number of temporary hit points equal to the number rolled on the expended die. These temporary hit points do not replace those granted by your other gourmet features, but instead are added to them. When you absorb damage in this way, you gain advantage on Intelligence (Arcana) checks related to the corresponding damage type for 1 hour.

You can use this feature a number of times equal to your Constitution modifier (a minimum of 0). You regain all expended uses at the end of a long rest.

SPELL CHEF

10th-level Elemental Cuisine feature

You learn the *create or destroy water* spell. The spell doesn't count against the number of gourmet spells you know, and you can cast it without a material component. You can also cast the *create food and water* spell once without a spell slot, and you regain the ability to do so when you finish a long rest.

In addition, you can expend one gourmet spell slot as an action to create an ingredient die. A 1st-level spell slot creates 1d8. The ingredient die's size increases by one for each slot level above 1st. For example, a 2nd-level spell slot creates 1d10.

STIRRING ENERGIES

14th-level Elemental Cuisine feature

Your understanding of the way the elements combine and recombine has reached a near-innate level that allows you to draw their power directly from your own sustenance. When you cast a spell with a casting time of an action that deals either acid, cold, fire, lightning, thunder, or bludgeoning damage, you can choose to convert any temporary hit points you have, up to a maximum equal to twice your gourmet level + your Wisdom modifier, as part of the same action. For every temporary hit point you convert, the first damage roll of the spell deals an additional 1 damage of the corresponding damage type.

GELATINOUS CUISINE

Ask for bubble and squeak at a table served by such a chef, and you're more likely to be introduced to their favorite squelching "pets" than to be treated to a flavorful mix of fried cabbage and potato.

HIPPOCAMPER

Delectable jellied desserts are a classic of the kitchen, and demon-spawned gelatinous killers, a classic of the dungeon. To see the two combined in the imagination of a gourmet was inevitable. Some chefs seeking their signature style will discover it on the walls of the dank, deep crawls their travels take them to, and set their mind to whipping up their own sweet and sour oddities in the dessert mold. Gourmets gifted with the tastebuds to withstand the acidic burn of these foods can concoct incredible, technically-edible, wobbling wonders just oozing with flavor. Their own biology may, regrettably, lose its cohesion along the way.

SWEET PALATE

2nd-level Gelatinous Cuisine feature

Your preferences have resulted in particular skill when it comes to hunting and harvesting oozes. You gain two ingredient dice, instead of one, when harvesting from a creature with the ooze tag.

STICKY HANDS

2nd-level *Gelatinous Cuisine* feature

Whenever you create a meal using your Campfire Cook feature, you gain a climb speed equal to your walking speed that lasts for 8 hours. You can cling to and move upside down along ceilings while climbing. You also gain advantage on Strength or Dexterity checks and saving throws made to grab or keep hold of an object for the duration.

As an action, you can give these benefits of this feature to a creature that you touch. The shared benefit lasts for 1 hour. Once you extend this benefit to another creature, you can't do so again until you next use your Campfire Cook feature, or unless you choose to give up your own benefits to do so.



A solo raspberry trifle
prowls for leftover morsels

MOLD MASTER

2nd-level *Gelatinous Cuisine* feature

You can use your cook's utensils to create living jellies of your own. During a short or long rest, you can expend ingredient dice to create a pool of hit points using the same method as your Campfire Cook feature. From this pool, you draw hit points to create one or more batches of sickly trifles. A batch appears in an unoccupied space on a horizontal or vertical surface within 5 feet of you. This creature is a Medium swarm of Tiny oozes, and uses the batch of sickly trifles stat block. When you create a batch, choose a flavor: Rubbery, Sour, or Sticky Sweet. The trifles in a batch have their appearance influenced by the chosen flavor, which determines one of the traits in the batch's stat block. Trifles disappear when a batch drops to 0 hit points, and can't be harvested for ingredient dice.

When you use your Campfire Cook feature, you can also create batches of sickly trifles by converting 5 or more temporary hit points from the meal into hit points for a batch.

A batch lasts until the start of your next long rest. The maximum number of batches you can control at once is equal to your proficiency bonus. If you create a new batch while at this maximum, the oldest batch immediately dissolves.

On each of your turns, you can take a bonus action to command any batches you control to move up to their speed and take actions from their stat block. If not commanded, the batches do nothing.

A batch of trifles can be carried in a vessel appropriate for a Tiny creature until commanded to move with its own speed.

BATCH OF SICKLY TRIFLES

Medium swarm of Tiny oozes, neutral

Armor Class 8

Hit Points equals your gourmet level + 5 or more hit points allocated from your pool

Speed 10 ft, climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	12 (+1)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances acid, cold, fire, piercing, poison, psychic, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Languages understands only your commands

Challenge — **Proficiency Bonus** equals your bonus

Amorphous Swarm. The batch can occupy another creature's space and vice versa, and it can't gain hit points or temporary hit points. The batch can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The batch can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

(Sour Only). The batch adds your proficiency bonus to the damage it deals, and hit points it loses, when it uses its Slather action to successfully slather a creature.

(Sticky Sweet Only). Every foot of movement while in the batch's space costs 1 extra foot.

Actions

Slather. The batch moves up to its speed. Whenever the batch enters a creature's space, the trifles attempt to cover the creature in the slime that makes up their own bodies. The creature must make a Dexterity saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$). On a failed save, the creature takes $1d4 + \text{your Wisdom modifier}$ acid damage, and is slathered. The slathered creature has its speed reduced by 10 feet and gains disadvantage on ability checks until someone takes an action to wipe off the offending slime.

The batch loses hit points equal to the number rolled on the d4 whenever it successfully slathers a creature.

Congeal (Rubbery Only). The batch moves up to its speed. If the batch ends its movement in an unoccupied space, the trifles gather into a wobbling mass and lose their Amorphous Swarm property. Before the end of your next turn, a creature can bounce off the congealed trifles to double its jump distance. The impact returns the batch to its usual form.

BELLYFUL OF JELLY

6th-level *Gelatinous Cuisine* feature

Your viscous victuals wobble and warp to absorb energy. A creature that retains temporary hit points from your gourmet features has resistance to bludgeoning and lightning damage.

AMORPHOUS MEDLEY

6th-level *Gelatinous Cuisine* feature

Your biology undergoes several changes as a result of your daring diet. You gain the following benefits:

- You no longer need to breathe.
- You can consume food and drink by touching it against your skin.
- You can squeeze through a space that is large enough for a creature two sizes smaller than you.
- Once per short rest, you can become transparent for 1 minute. While transparent, even when in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot you if you have neither moved nor attacked. A creature that tries to enter your space while unaware of you is surprised by you. You must concentrate on the transformation as if concentrating on a spell.

CAUSTIC CONNOISSEUR

10th-level *Gelatinous Cuisine* feature

Repeated experiences with your unruly ingredients have made you a fine judge of acidic elements that you both sample and serve. You gain immunity to acid damage.

Moreover, once per turn when one of your oozes deals damage, you add an additional 1d4 to the acid damage dealt.

FLAN FORTRESS

14th-level *Gelatinous Cuisine* feature

You can truly boast of breaking the mold with your culinary creations. As an action, you can expend an ingredient die to create a gelatinous cube. The cube swells into being around you, and you are Engulfed by the cube at the centre of its space. The cube uses its statblock from the *Monster Manual*, with the following changes:

- The cube has extra hit points equal to the number rolled on your expended ingredient die + your gourmet level. Any batches of sickly trifles within 10 feet of you when the cube is created are absorbed into its mass, and their remaining hit points are also added to the cubes total hit points.
- The DC of the Dexterity and Strength checks to avoid the cube's Engulf action, or to pull a creature from the cube, now equals $8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$.
- While you are Engulfed by the cube, you are not restrained, and can freely enter or exit the cube's space.

The cube is friendly to you, and will obey your mental commands (no action required by you). In combat, the cube shares your initiative count, but it takes its turn immediately before yours.

If it is reduced to 0 hit points, or is still intact after 1 hour, the cube dissolves into a puddle of ooze. The remains can't be harvested for ingredient dice.

At any time whilst the cube is within 5 feet of you, you can use an action to break the cube down into a number of batches of sickly trifles of your choice, which appear in or immediately adjacent to the space vacated by the cube. You allocate each batch hit points as usual from the cube's remaining hit point total.

Once you use this feature, you must complete a short or long rest before you can use it again.

HELLISH CUISINE

Fools have traded more for less giving a talent.

HIPPOCAMPER

Your most cherished dream was to be a cook of incredible skill. Perhaps you had the talent, but not the work ethic. Perhaps you had neither. What you found was an opportunity. A deal with a devil of the Nine Hells has granted you your heart's desire, and your once idle hands now flash with preternatural speed and precision to create dishes that are, well, almost too good to be true. The price for your ability is service to your "tutor" as a peddler of devilish delights and a gatherer of wayward souls. The adventuring life is ripe with chances to broker such deals over breaking bread. Whomsoever you owe for your livelihood down in the circles of dread Baator, your life's work has now become a scramble to offset the heavy interest of that debt before your final bell rings, and your soul is claimed by contract.

HELL'S KITCHEN

2nd-level *Hellish Cuisine* feature

Choose one circle of the Nine Hells of which your fiendish tutor is a denizen. The damage type associated with each circle is used by features you gain later.

HELLISH TUTOR

Circle of the Hells	Damage Type
Avernus	Fire
Dis	Necrotic
Minauros	Acid
Phlegethos	Fire
Stygia	Cold
Malbolge	Acid
Maladomini	Poison
Cania	Cold
Nessus	Necrotic

The butchers of the hells encourage the hunting and harvesting of fiends: be it demons or rebellious devils of low rank. You gain two ingredient dice, instead of one, when harvesting from a creature with the fiend tag.

FORKED TONGUE

2nd-level Hellish Cuisine feature

You have cajoled your way to culinary prowess by the force of your personality. Whenever a gourmet feature uses your Wisdom modifier, you can use your Charisma modifier instead.

You can also speak, read, and write Infernal. Whenever you make a Charisma (Persuasion) check concerning the negotiation of a deal or the exchange of goods, you gain advantage on the check.

PACT LUNCH

2nd-level Hellish Cuisine feature

Your meals carry within them an unspoken contract, agreed and entered into between those that share the food. All creatures that partake of your Campfire Cook meal are bonded in an invisible pact with each other and yourself until the end of their next long rest. When a creature that forms part of this pact hits a target with an attack, it can choose to steal 5 temporary hit points from any creature in the pact, other than you, within 120 feet of itself, to increase the damage of that attack by 1d8.

Starting at 10th level, up to 2d8 extra damage can be added to the attack. At 14th level, up to 3d8 can be added. Each additional d8 costs a further 5 temporary hit points.

Any creature, including yourself, that is part of the pact when it dies and is not revived within 1 minute has its soul claimed by your hellish tutor for use in the Nine Hells.

SIGNATURE DISH

6th-level Hellish Cuisine feature

Your powers of culinary commerce now further enable the spread of your tutor's influence. Whenever you create a meal using your Campfire Cook feature, you gain resistance to damage of the type associated with your hellish tutor. The resistance lasts until the start of your next long rest.

One willing creature that partakes of your meal can choose to give up resistance to a damage type it permanently benefits from and gain the benefits of this resistance instead. If you agree to the exchange, you lose the benefits of this resistance and gain the benefits given up by the other creature. The exchange lasts until the start of your next long rest.

If you later grant the same creature temporary hit points again with a gourmet feature, you can choose to swap back the exchanged resistances at the same time.

HELLFORGED UTENSILS

6th-level Hellish Cuisine feature

You learn to perform a ritual that exchanges one weapon you carry for another crafted in the forges of your hellish tutor's circle. You perform the ritual over the course of 1 hour, which can be taken during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which the weapon vanishes, and is replaced with an exact copy that was spawned in the Nine Hells.

The hellforged weapon is magical for the purposes of overcoming resistances and immunities while you wield it. If you deal additional damage with a weapon attack using the hellforged weapon due to your Robust Blows, that damage becomes the type associated with your hellish tutor.

You can exchange a number of weapons in this way equal to your proficiency bonus. If you try to exceed your maximum number of exchanged weapons, the oldest exchanged weapon immediately vanishes to be replaced by its mundane counterpart, and then the new exchange takes place.

BOTTOMLESS PIT

10th-level Hellish Cuisine feature

As an action, you offer your own temporary hit points as a sacrifice to attract the appetite of a powerful fiend associated with your tutor. Expend a number of your own temporary hit points of your choice to summon a black portal that forces its way through the planes in a 15-foot-radius, 60-foot-high cylinder centered on a point you can see within 60 feet of you. The inside of the portal is in complete magical darkness that cannot be dispelled, and from within it emanates the hungry calls of some powerful denizen of the Nine Hells. Its space is considered difficult terrain. The portal holds a well of hit points equal to $3 \times$ the number of temporary hit points you sacrificed. It has an AC of $8 +$ your Charisma modifier and automatically fails all saving throws. It is immune to all conditions, as well as damage of the type associated with your hellish tutor.

A creature that can see the portal within 120 feet of it must make a Wisdom saving throw ($DC = 8 +$ your proficiency bonus + your Charisma modifier) when it attempts to make an attack or cast a harmful spell. On a failure, any attacks or harmful spells it makes must be directed at the portal. Creatures that are bonded with you through your Pact Lunch feature are immune to this effect.

The portal persists for 1 minute, or until its well of hit points is depleted.

Once you use this feature, you must complete a long rest before you can do so again.

SOUL FOOD

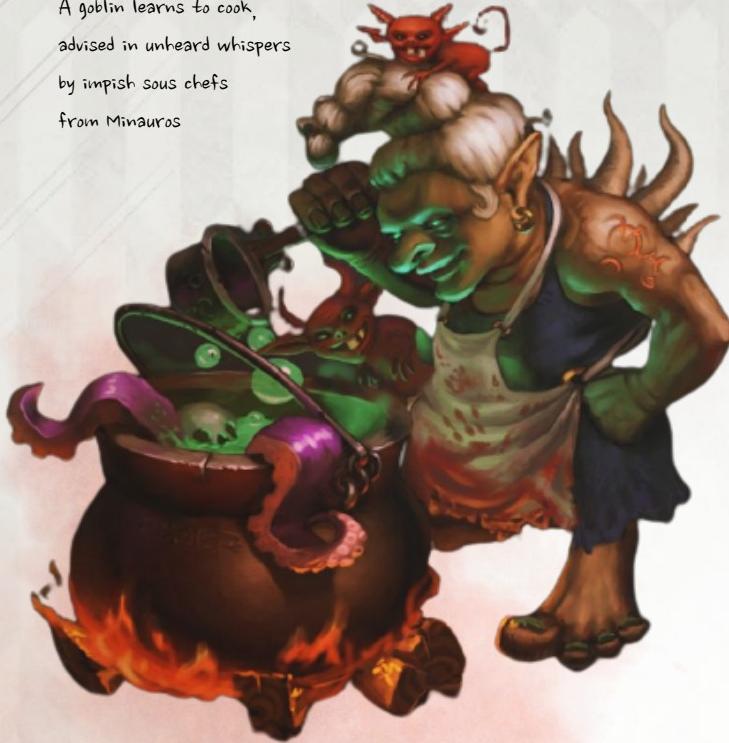
14th-level Hellish Cuisine feature

A small slice of the soul exchange is now yours to barter. Whenever a creature that forms part of your Pact Lunch kills another creature, or dies itself, within 1 mile of your location, you feel the rush of its passing as a ringing in your own being. When this happens, you can expend an ingredient die as a reaction to trap the deceased creature's soul, as if by the *soul cage** spell. When it is cast this way, the spell can capture the soul of any creature of a type that can be harvested using your Stock Up feature. The spell traps the soul inside a small item of food created by the casting, and it remains trapped there for up to 24 hours, even once it has been fully exploited by the means of the spell.

At any time while the soul is trapped, you can expend a number of ingredient dice equal to the deceased creature's total class level (if it has one) or CR to restore it to life in a new copy of its body. The restored creature appears unconscious in an empty space adjacent to you with 1 hit point. Otherwise, when the 24 hours are up, the soul is sent on to the appropriate level of the Nine Hells to be claimed by your tutor.

You can have a number of souls trapped equal to your Charisma modifier (minimum of 1). If you attempt to trap a new soul while at your maximum, the attempt fails.

A goblin learns to cook,
advised in unheard whispers
by impish sous chefs
from Minauros



INDUSTRIAL CUISINE

Inner peace is breaking fresh bread beside the crackling fire of an oven golem.

HIPPOCAMPER

In the guts of the great cities, thousands toil daily for a pittance. These hungry masses cannot rely on the luxuries of dining out, or personal cooks. Enterprising chefs, working with artificers and engineers, have risen to the occasion by automating the work of the kitchen as a means to offer a cheap, mass-produced selection of meals. Trained in the magical technologies necessary for industrial-scale catering, gourmets of this school complement their cooking prowess with a variety of forward-thinking utensils. The most versatile — and, some might say, endearing — of these is the humble oven golem: a clay assistant fueled with a facsimile of life in aid of creating quick, quality food.

With a golem by their side, these pioneers can leave their factories churning away back home while they strike out in search of even greater opportunities.

FOOD PROCESSOR

2nd-level Industrial Cuisine feature

You can apply a process to stretch your ingredients at the cost of nutritional value. Over the course of 1 minute, you can convert an ingredient die into 2 dice of the size immediately below it. For example, you can take 1d10 from your Stock to convert into 2d8s, convert 1d8 into 2d6s, and so on.

BONUS PROFICIENCIES

2nd-level Industrial Cuisine feature

You gain proficiency with potter's tools and your choice of smith's tools or tinker's tools.

OVEN GOLEM

2nd-level Industrial Cuisine feature

You build a mobile means of automating your cooking, an oven golem. It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the oven golem stat block, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance and whether it has two legs or more; your choice has no effect on its game statistics.

In combat, the golem shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the golem can take any action of its choice, not just Dodge.

The oven golem uses ingredient dice to fuel a number of special abilities, described in its stat block below. As an action, you can store a number of ingredient dice within the golem up to $1 + \text{your Wisdom modifier}$. The oven golem requires at least one ingredient die to keep its internal fires kindling; if the last ingredient die stored within it is expended, it will immediately become inert.

While inert, the oven golem is incapacitated, cannot move, and fails all saving throws. It remains in this state until you use an action to restock it with at least one ingredient die. The golem also becomes inert if you die.

If the *mending* spell is cast on it, it regains 2d6 hit points. If it reaches 0 hit points and dies, you can recover ingredient dice stored within it so long as its body remains intact.

At the end of a short rest, you can create a new oven golem using potter's tools or smith's tools. If you already have an oven golem from this feature, the first one immediately perishes.

TAKE HEARTH

6th-level Industrial Cuisine feature

The fires of your assistant carry hope as well as heat, even where you are absent. You may use your reaction to allow your oven golem to use your Guts feature, instead of you, if it is in a position to do so.

TRADE SECRETS

6th-level Industrial Cuisine feature

Your interdisciplinary approach pays dividends in technical knowledge. You learn one cantrip and one 1st-level spell of your choice from the artificer spell list. Both choices must require a material component. A set of tools you are proficient with can act as your focus for these spells. Wisdom is your spellcasting ability for these spells.

You can cast your chosen 1st-level spell at its lowest level a number of times equal to your Meal Multiplier. You regain all expended uses when you finish a long rest.

PRESERVATIVE

10th-level Industrial Cuisine feature

Thanks to the proprietary additives in your recipe, creatures who partake of your Campfire Cook meal gain the effects of the *death ward* spell.

INDUSTRY STANDARD

14th-level Industrial Cuisine feature

You have perfected your on-the-go cooking methods to a degree of rigor that any food regulator would be proud of. When rolling more than one of the same size of ingredient die for your Campfire Cook feature or for any of your oven golem's actions, you may pick one of the dice rolled and count all other dice of the same size as if they had rolled the same number.



OVEN GOLEM

Small construct, neutral

Armor Class 14 (natural armor)

Hit Points 2 + your Wisdom modifier + five times your gourmet level (the golem has a number of Hit Dice [d6s] equal to your gourmet level)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Saving Throws Con +2 plus PB, Cha plus PB

Skills Athletics + 2 plus PB

Damage Resistances fire

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, poisoned, petrified

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages you speak

Challenge — **Proficiency Bonus (PB)** equals your bonus

Aura of Pleasant Warmth. While the golem is not inert, it constantly radiates the earthy heat of the hearth. It and creatures within 15 feet of it suffer no ill effects from cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Limited Fire Absorption. Whenever the golem is subjected to fire damage, it can choose to expend one of its stored ingredient dice to take no damage and instead regain a number of hit points equal to the fire damage dealt.

Actions

Charred Shot (expend 1-3 stored ingredient dice). Ranged Weapon Attack: your Wisdom modifier + PB to hit, range 30/90 ft., one target you can see. *Hit:* number rolled on expended ingredient dice + PB fire damage.

Eezees Bake. The golem cooks any number of stored ingredient dice of the same size to transform them into golem-fired goodies, which can be retrieved by any friendly creature within 5 feet of it as an action. A golem-fired goodie is an edible object roughly the size of a bun. It lasts for 24 hours before becoming inedible. When consumed by a creature as an action, a goodie restores a number of hit points equal to your PB + a number rolled on the ingredient die used to create it.

Reactions

Smokescreen. When the golem takes damage as the result of an attack, it can expend one of its stored ingredient dice to create a 20-foot radius sphere of dark smoke centered on itself. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. If the golem would be reduced to 0 hit points by the damage it takes, it can still choose to use this reaction before falling to 0 hit points.

MONSTROUS CUISINE

Hardy and resourceful cooks, these. They'll manage to rustle something up, come brain or spine.

HIPPOCAMPER

In a world filled with strange and dangerous monsters, it only took so long for someone to ask: if you survived eating the sting of a manticore, what would it taste like? Gourmets who specialize in monster cuisine are tough (and often heavily-scarred) cooks who are as ready to wrestle gorgons as they are to knead dough. They are the first to try untested, possibly poisonous, ingredients, and dive into the lairs of local horrors without hesitation to source their meat. For them, the price of life or limb is no object in the pursuit of bold cooking.

DAREDEVIL'S PALATE

2nd-level Monstrous Cuisine feature

Your preferences have resulted in particular skill when it comes to hunting and harvesting monstrosities. You gain two ingredient dice, instead of one, when harvesting from a creature with the monstrosity tag.

BONUS PROFICIENCIES

2nd-level Monstrous Cuisine feature

You gain proficiency with medium armor and martial weapons.

PUNGENT ELIXIR

2nd-level Monstrous Cuisine feature

You learn to boil the glands and giblets of your foes down into a bracing bile reminiscent of troll oils. At the end of a long rest, you create a small, yellowish elixir in an empty flask or waterskin. The elixir lasts until the end of your next long rest. As a bonus action, you can consume the elixir to gain a regenerative effect that lasts for 1 minute. While the effect is active, you regain hit points equal to half your gourmet level at the start of each of your turns. If you take acid or fire damage, the regenerative effect doesn't function at the start of your next turn. If you start your turn with 0 hit points and are able to regenerate, the effect ends immediately afterward.

If a creature other than yourself consumes one of your elixirs, they do not gain its effects, and must succeed on a DC 20 Constitution saving throw or become poisoned for 1 hour.

WHET APPETITE

6th-level Monstrous Cuisine feature

Whenever you expend ingredient dice during a short or long rest, you can use the leftovers to glaze a melee weapon with a poison which lasts for 8 hours. When you hit a creature with an attack using the poisoned weapon, you deal one die of poison damage to the target, in addition to the weapon's damage. The die is equal in size to the largest ingredient die you expended during the rest.

When a creature takes this additional damage, you can expend an ingredient die to force it to make a Constitution saving throw (DC equal to $8 +$ your proficiency bonus + your

Wisdom modifier). On a failure, the creature is poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the condition on a successful save.

MONSTROUS MEDLEY

6th-level Monstrous Cuisine feature

You can now turn the natural abilities of your foes against them through your culinary experience. When you create a meal using your Campfire Cook feature, you can choose two conditions from the following list: blinded, charmed, deafened, paralyzed, petrified, or poisoned. A creature that partakes of the meal gains advantage on saving throws against the chosen conditions for 12 hours, or until it is knocked unconscious.

At 10th level, you become permanently immune to two conditions of your choice, selected from those listed.

A dwarf monster gourmet returns

from "the pantry"



CAST-IRON STOMACH

10th-level Monstrous Cuisine feature

When you intercept an attack using your Guts feature and the attack hits you, you can treat the damage of the attack as though your Sturdy Defense is active.

In addition, you can reroll a Constitution saving throw that you fail once per long rest. You must accept the new result.

RAW & BLOODY

14th-level Monstrous Cuisine feature

Your skill and savagery allows you to instantly tear an ingredient die free from a creature you are able to harvest when you slay it. As a bonus action when you perform this special harvest, you can emit a guttural roar that evokes the very monsters you slay. All hostile creatures that can hear you within 60 feet must make a Wisdom saving throw (DC equal to $8 +$ the maximum roll for your specially harvested ingredient die). Creatures that fail the saving throw are frightened of you for 1 hour. At the end of each of its turns, a creature can make a further Wisdom saving throw. On a success, the effect ends. A creature that succeeds on its saving throw is immune to this effect for 24 hours.

Once you use this feature, you must complete a short or long rest before you are able to use it again.

ORDNING CUISINE

Agreeing to seconds is effectively suicide.

HIPPOCAMPER

Giant cooking — as with their smithing, their art, and their war — is structured through their heirarchy, the Ordning. Hill giants eat every bone and lump of gristle. Frost giants rankle at cooked food, since they find the warmth of freshly-killed flesh to be hot enough. Cloud giants have pickier tastes still. You know these things, and you understand how to supply feasts to massive masters, for you have spent a great portion of your life in their shadows as a servant. As a non-giant, you are, of course, at the very bottom rung of the pecking order: a honorary initiate to the Ordning at best — or a mostly ignored slave at worst. However, you have been able to pick up a great deal of guarded craft from the giants you catered to, much as you might pick up scraps fallen from their titanic tables.

FEEDING THE MASSIVE

2nd-level *Ordning Cuisine* feature

Your time serving the giants has taught you how to provide for enormous creatures with even bigger appetites. You gain two ingredient dice, instead of one, when harvesting from creatures of size Large or larger.

UNDERFOOT ADVANTAGE

2nd-level *Ordning Cuisine* feature

Thanks to the attentive hours you have spent waiting behind table legs taller than yourself, you gain the following benefits:

- You can speak, read, and write Giant.
- You gain advantage on Dexterity (Stealth) checks when attempting to Hide within 30 feet of a creature of size Large or larger, as long as you are at least one size smaller than it.
- You learn the *magic stone* cantrip. Wisdom is your spellcasting modifier for this spell. When you cast it, you mark each stone with a rune derived from the markings upon giants' throwing boulders.

A gnomish servant tries
to sate the hunger of
their hill giant master



MAAT MENU

2nd-level *Ordning Cuisine* feature

You have adapted the recipes of the giants — their *maat* or "good" food — down to size for all. Choose two of the menu options below to enhance the meals you create. Your choices must be adjacent to one another: if you served a Cloud Giant in your previous station, you will know nothing of the tastes of the Hill Giants, but you may well have cooked for a Fire Giant employed in their castle, or a Storm Giant welcomed as a rare guest. When you reach 10th and 14th level in this class, you learn one additional menu option. The new option you choose must be adjacent to one of your previous choices.

Each time you use your Campfire Cook feature to create a meal, you choose which menu option to prepare. A creature that partakes of your meal gains the benefit of the chosen menu option, which lasts until the start of its next long rest.

If you grant a creature temporary hit points using your Fodder Break when you gain that feature at 5th level, you can choose to swap the benefit to another menu option you know. The new option must be the same for all creatures you expend ingredient dice on during the Fodder Break.

MAAT MENU OPTIONS

Here are the options for the Maat Menu feature. A creature must retain temporary hit points from your gourmet features to activate these effects. Each effect can be activated only once per round.

Hill (Hunger) A creature can roll a number of d4s up to your Meal Multiplier and add the number rolled to one attack roll it makes. The number rolled is immediately subtracted from the creature's remaining temporary hit points.

Stone (Artistry) A creature can roll a number of d4s up to your Meal Multiplier and add the number rolled to one ability check it makes. The number rolled is immediately subtracted from the creature's remaining temporary hit points.

Frost (Potency) When it successfully hits a target with a weapon attack, a creature can roll a number of d4s up to your Meal Multiplier and add the number rolled to the attack's damage. The number rolled is immediately subtracted from the creature's remaining temporary hit points.

Fire (Craft) When it is targeted by an attack, a creature can roll a number of d4s up to your Meal Multiplier. The creature gains a bonus to its AC equal to the number of dice rolled. The bonus lasts until the start of the creature's next turn, and is included against the triggering attack. The number rolled on the dice is immediately subtracted from the creature's remaining temporary hit points.

Cloud (Novelty) On its turn while it is not incapacitated, a creature can expend 5 temporary hit points to teleport the same number of feet to a point it can see in any direction. Multiple increments of 5 temporary hit points can be expended at once, up to a maximum number of temporary hit points equal to 5 × your gourmet level.

Storm (Atmosphere) On its turn, a creature can roll a number of d4s up to your Meal Multiplier, creating a thrum of power with a radius in feet equal to $5 + \text{the number rolled}$. Hostile creatures within the area take lightning damage equal to your Wisdom modifier. The number rolled is immediately subtracted from the activating creature's remaining temporary hit points.

SCALING SERVICE

6th-level *Ordning Cuisine* feature

Size to you has always been a matter of perspective; different from table to table and guest to guest. As a bonus action, you can expend 2 ingredient dice to cast the *enlarge/reduce* spell on yourself. When the spell is cast in this way, it does not require material components.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses at the end of a long rest.

HEIGHTENED SENSES

6th-level *Ordning Cuisine* feature

You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on smell when detecting humanoids of at least one size category smaller than you.

COLOSSAL CORPULENCE

10th-level *Ordning Cuisine* feature

As your physicality begins to rival that of giants, you gain the following benefits whenever your size is increased via the effects of the *enlarge/reduce* spell:

- The effectiveness of your Robust Blows and Sturdy Defense is doubled.
- You cannot be knocked prone while you retain temporary hit points from your gourmet features.

RISE ABOVE

14th-level *Ordning Cuisine* feature

You can finally step out of the shadow of your former masters and meet them eye-to-eye. Whenever you are targeted by the *enlarge* option of the *enlarge/reduce* spell, you can expend an ingredient die to enhance its effects. When you do so, the spell is altered in the following ways:

- Your size and weight increases by two categories, instead of one — from Medium to Huge, for example.
- You gain temporary hit points equal to your gourmet level + the number rolled on the expended ingredient die.
- While your weapons are enlarged, your attacks with them deal 2d4 extra damage, rather than 1d4, and your reach with them increases by 5 feet.
- Your Strength score is increased for the duration of the spell as though you have consumed a *potion of giant strength*. See the item's description in the *Dungeon Master's Guide* for more information. Roll on the table below when you are enlarged to determine your temporary Strength score.

d6	Type of Giant	Strength
1	Potion of Hill Giant Strength	21
2	Potion of Frost Giant Strength	23
3	Potion of Stone Giant Strength	23
4	Potion of Fire Giant Strength	25
5	Potion of Cloud Giant Strength	27
6	Potion of Storm Giant Strength	29

QUARTERMASTER'S CUISINE

Eggs and soliders: a well-trained quartermaster is good at making them, and good at breaking them.

HIPPOCAMPER

In your former life, you were a solider. Your personal battleground wasn't often the clash upon a field of mud and blood, but you decided a thousand fates nonetheless. Orchestrating the caravans of supplies that kept the army fed and watered has given you a keen sense of logistical, tactical thinking. Leading the legions of cooks drumming up meals for the mess tent has honed the grit and confidence of a field commander. Guarding the scant rations from your own comrades when times were tough has shown you the importance and meaning of morale. You know that a word from your lips, a weapon in your hands, or a meal made by them can all make the difference in a campaign. An army — or an adventuring party — marches on a stomach that you must work to fill.

GRUELLING REGIMENT

2nd-level *Quartermaster's Cuisine* feature

You maintain a routine instilled in you during military training that has given you the grit to last through hardships and days of hard tack. As a result, you gain the following benefits:

- You are proficient with medium armor and martial weapons.
- You have advantage on saving throws against exhaustion.
- Your carrying capacity is doubled.

RATIONING

2nd-level *Quartermaster's Cuisine* feature

A good quartermaster manages their supplies carefully. Whenever you roll to create a meal using your Campfire Cook feature, you can choose to withdraw any number of ingredient dice from the meal after seeing the result of the roll. The withdrawn ingredient dice are placed back in your Stock, and their value is removed from the meal's total.

MARCHING ORDERS

2nd-level *Quartermaster's Cuisine* feature

Your cooking, and your example, keeps your unit moving in lockstep. A creature that retains temporary hit points from your gourmet features has advantage on saving throws against effects that would reduce its speed.

Whenever you use your Lunch Rush, when you gain that feature at 3rd level, you can expend an ingredient die and choose a number of creatures that can see or hear you within 10 feet of the line of your movement, up to a number equal to your Wisdom modifier (a minimum of 1 creature). Each chosen creature can immediately use its reaction to move up to its speed either up or down the direction of the line, without provoking opportunity attacks from any creature forced to make a saving throw against your Lunch Rush.

EXTRA ATTACK

6th-level Quartermaster's Cuisine feature

You can attack twice, rather than once, whenever you take the Attack action on your turn.

LOGISTICAL INSIGHT

6th-level Quartermaster's Cuisine feature

Your training in supply solutions comes to the fore in a tight spot. As a bonus action, you can make a Wisdom (Survival) check on an area of terrain you can see that fits within a 150-foot cube, contested by a d20 rolled by the DM. If a spell within the area is affecting the terrain, the spell's level is added to the contesting roll. If you succeed, you ignore difficult terrain within the chosen area, and you gain advantage on Strength (Athletics) checks related to climbing, swimming, jumping, or otherwise traversing the environment within the chosen area. These benefits last for 10 minutes. You must concentrate on them as if concentrating on a spell. Creatures of your choice share these benefits while they are within 60 feet of you and can hear you.

Once you use this feature, you must complete a short or long rest before you can do so again.

FORTIFIED DISCIPLINE

10th-level Quartermaster's Cuisine feature

Those who bond over food are better bonded as a unit on the field. A creature that partakes of your Campfire Cook meal gains advantage on saving throws against being frightened until the start of its next long rest, or until it is incapacitated. Whenever a creature with this benefit succeeds on a saving throw and is within 10 feet of an ally it can see, it gains the benefits of half cover until the end of its next turn.

DEPLOY RESERVES

14th-level Quartermaster's Cuisine feature

Through the trust you have earned among your comrades, you can call on them to dig deep to push for victory. As a bonus action, you can expend an ingredient die and bellow an order. A creature within 60 feet of you that can hear you and retains temporary hit points from your gourmet features can use its reaction to expend all of its remaining temporary hit points and immediately take an extra action following the end of your turn. Actions taken by multiple creatures in this way are resolved according to initiative order.

Once a creature completes its additional action, it must succeed on a DC 15 Constitution saving throw. On a failed save, it gains one level of exhaustion.

Once you use this feature, you can't use it again until you finish a long rest.

RARE CUISINE

Recherché, deluxe, haute, hoity-toity... yes, they love their big words written in impossible loopy script, but I do love eating whatever it is they describe.

HIPPOCAMPER

Trained in exclusive dining clubs or renowned restaurants, practitioners of this cuisine exude confidence in their cooking ability and use it to express their affluence. And nothing is as tellingly rich as dragon meat. Meals crafted with such select ingredients are known to light a fire in the belly and leave a delightful aftertaste that can linger on the tongue for hours. Some consider chefs of this school to be snobbish, but, like all gourmets, they are fueled by a deep love of excellent cooking. Dragon parts are often sought for their rumored mystical or medicinal properties – but gourmets know that the true value of such a trophy is released by the flame.

REFINED PALATE

2nd-level Rare Cuisine feature

Your preferences have resulted in particular skill when it comes to hunting and harvesting dragons. You gain two ingredient dice, instead of one, when harvesting from a creature with the dragon tag.

RICH BLOOD

2nd-level Rare Cuisine feature

While you retain temporary hit points granted by your gourmet features, your body takes on a slight lustrous sheen, and you add half of your Wisdom modifier (rounded down) as a bonus whenever you make a Charisma check. As a bonus action while under this benefit, you can expend an ingredient die to add the same bonus to your AC for 1 minute.

EXPENSIVE TASTE

2nd-level Rare Cuisine feature

You have also developed the dragons' famous nose for gold. You can use your action to inhale and open your olfactory channels to detect treasures. Until the end of your next turn, you detect the presence and direction of any precious gemstones, gold, platinum, or silver objects within 100 feet of you. You know the type of material and gain a general sense of its quantity. Your sense of smell can penetrate most barriers, but is blocked by 1 foot of solid stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

You can use this feature a number of times equal to 1 + your Constitution modifier. When you finish a long rest, you regain all expended uses.



BATED BREATH

6th-level Rare Cuisine feature

You can now concoct recipes that mimic the rare taste of dragon cuisine. When a creature partakes of a meal created using your Campfire Cook feature, it gains a stored version of the 2nd-level spell *dragon's breath** that remains stored for 8 hours, or until the creature is knocked unconscious. Wisdom is your spellcasting modifier for this spell.

As a bonus action, a creature can release this spell to instantly cast it upon themselves. The stored spell is then consumed. When the spell is cast in this way, it does not require material components or concentration.



GARNISH

6th-level Rare Cuisine feature

Nothing you serve to friend or foe would be complete without some added draconic flair. Whenever you hit a creature with a weapon attack, you deal additional damage equal to your Wisdom modifier. The additional damage dealt is your choice of acid, cold, fire, lightning, poison, or thunder damage.

CHEF'S SCALES

10th-level Rare Cuisine feature

Your high-end diet has nurtured magic in your blood that you can use to rebalance a situation moving out of your control. When a creature that retains temporary hit points from one of your gourmet features is within 60 feet of you and rolls a 1 on an attack roll or saving throw, you can use your reaction to expend an ingredient die and imbue it with a sudden wealth of energy. Translucent, colored scales bloom on its body, granting it a +2 bonus to AC until the end of its next turn. The next attack roll or saving throw it makes before the end of its next turn is automatically a 20.

HOARD CUISINE

14th-level Rare Cuisine feature

Your appetites are now practically indistinguishable from those of a true dragon. You gain proficiency in Charisma saving throws, and you can now consume gold as if it were ordinary food. For every 1000gp that you eat, your hit point maximum and your Charisma score increase by 1. You can gain a maximum of 50 additional hit points in this way. Your Charisma score maximum is now 22.

A greedy gourmet bites off
a little more than he can chew



VEGETARIAN CUISINE

There's a rogue in Sharn who works jobs out of her favourite vegan deli. She shows up at noon whenever she has a contract, eats, shoots, and leaves.

HIPPOCAMPER

Adventurers who pursue this craft are innovators with the humble, unsung vegetable. The provisions of nature are many, and a skilled cook can make a varied, vibrant menu sourced from all its earthy corners. Specialists in vegetarian cuisine are experts at selecting and preparing a bounty of greens that will enhance the overall health benefits of their guests: baking, grilling, steaming, or frying up a colorful culinary experience that boasts an extra zing in every bite, and puts an extra spring into every diner's step.

GREEN PALATE

2nd-level Vegetarian Cuisine feature

Your preferences have resulted in particular skill when it comes to hunting and harvesting plants. You gain two ingredient dice, instead of one, when harvesting from a creature with the plant tag.

CULTIVATE

2nd-level Vegetarian Cuisine feature

Your skill in botany allows you to nurture high-quality ingredients from natural sources. You gain proficiency in the Nature skill. When you end a long rest in terrain capable of sustaining plant life, you add one extra ingredient die to your stock, which is a d8.

At 6th level, this ingredient die becomes a d10. At 14th level, it becomes a d12.

ZEST & ZEAL

2nd-level Vegetarian Cuisine feature

Your food invigorates guests with extra energy that can be expressed in sudden bursts of speed. A creature that retains temporary hit points from your Campfire Cook meal has its movement speed increased by 10 feet. This bonus increases to 15 feet at 10th level, and to 20 feet at 14th level.

Whenever it makes a Dexterity (Acrobatics) check, Dexterity (Sleight of Hand) check, or a Dexterity saving throw, a creature can expend 5 temporary hit points granted by your gourmet features to add your Wisdom modifier to the result. Whenever it does so, its movement speed increases by 10 feet until the end of its next turn.

FULL-BODIED FLING

6th-level Vegetarian Cuisine feature

The number of ingredient dice you can expend when making your Lunch Rush increases to a maximum of two. At 14th level, it increases to a maximum of three.



In addition, when you move at least 15 feet straight towards a creature and then make an attack against it on the same turn, the creature takes bludgeoning damage equal to your Robust Blows bonus, regardless of whether the attack hits or misses.

COMPOST

6th-level Vegetarian Cuisine feature

Also starting at 6th level, you can expend 4 ingredient dice to cast the *plant growth* spell as if it were a ritual.

You must complete a long rest before you can use this feature again.

SENSATIONAL FLAVOR

10th-level Vegetarian Cuisine feature

Your cooking equally thrills and enhances the senses. A creature that partakes of your Campfire Cook meal gains darkvision out to a distance of 60 feet until the start of its next long rest. If it already has darkvision, its range increases by 60 feet. While a creature retains temporary hit point from your gourmet features, it adds your Wisdom modifier to initiative rolls, and it cannot be surprised.

ORGANIC EFFICIENCY

14th-level Vegetarian Cuisine feature

You have become a boundless dynamo of energy. Your lively constitution affords you the following benefits:

- Your movement speed is permanently increased by 5 feet.
- You gain additional uses of your Lunch Rush feature equal to your Wisdom modifier.
- When you would normally roll one or more ingredient dice to deal damage to creatures knocked prone by your Lunch Rush, you instead use the highest number possible for each die. For example, instead of dealing $1d6 + 1d10$ bludgeoning damage, you deal 16.

A halfling vegetarian strolls home



Now, ADDED FLAVORS

Rather than be rich in gold or rich in friends, I only wish for riches enough to employ a good cook, so that I might — imagine! — get to dine on the richest delicacies until the end of my days.

—Dalim Zhunn, *the Lean Rogue of Ratsnest*.



NUTRITIONAL INSPIRATION

If you are looking for a personal hook to help create your gourmet character, this section provides opportunities for adding detail to their backstory. You can roll on the tables below or choose from them to round out an archetypal gourmet, or bounce off the ideas presented to take your character in an atypical direction.

Gourmets are often unsung heroes; their gifts taken for granted as an everyday necessity, as plain as bread or cheese. But they are not mere providers. Good food raises morale like nothing else. Great food can dispel exhaustion as surely as a long night's sleep in a downy bed. And truly inspired food excites the imagination and the senses. More than anything, the enjoyment of excellent cooking bonds those who share it.

Even as they support their party, each gourmet has their own legacy to carve. Some live life largely as boisterous hosts, while others might stew quietly in personal turmoils, or be concocting grand ambitions for which their craft is a means to an end. Whoever they are, whatever the reasons they cook and adventure, this section should help bring out the flavor of your gourmet character.

FAVORED UTENSIL

Many chefs, be it out of fond nostalgia, some misplaced samurai affect, or simply for good marketing, swear by a signature tool of their trade. Gourmets are subject to the same habits, but for them a trusted utensil can mean much more than it would in an ordinary kitchen.

On the road, items that prove useful in varied scrapes are highly valued. Perhaps your favored utensil is also your go-to weapon when a fight breaks out — or perhaps it was a gift that reminds you of home when the lights are few and the nights are long. Consider tying your favored utensil to your gourmet's culinary speciality, and think about what instinct drives them to reach for it first.

FAVORED UTENSILS

d6 Utensil

- 1 A knife that doesn't dull easily. It cuts kindling as well as it chops vegetables.
- 2 This cleaver belonged to your father, and his father before him, and his father before him...
- 3 A lucky spoon. You always manage to find it by the gleam of moonlight upon the bowl.
- 4 A chopping board that has caught a bandit's blade more than once.
- 5 The wood of this rolling pin is hard to identify, but it makes an incredibly satisfying sound.
- 6 This whisk was a parting gift from your mentor. Gods rest their troubled soul.

SENSE MEMORY

Locked in the mind as surely as it was once savored on the tongue, a sense memory of some emotionally charged dish is what many gourmets return to, time after time, meal after meal: the bedrock of their passion in the craft.

A sense memory can be visual, aromatic, even aural, but it almost always refers back to some pivotal moment in a gourmet's life that connects their soul to food. The meal that was served at the moment of this memory might not have even been very good. What matters is the powerful sense of nostalgia, excitement, or perhaps even trauma it carries.

SENSE MEMORY

d6 Memory

- 1 The taste of ratatouille takes you back to your farmhouse childhood and mother's cooking.
- 2 The crackle of crusty bread brings back unwelcome reminders of invaders crunching their way across the remains of your family bakery.
- 3 The smell of roasting meat reminds you of the campfire that you and your best friend last sat around together, all those years ago.
- 4 Overpowering garlic: not to everyone's liking. But always to his.
- 5 You had never tried dessert, never had anything more than scraps, until that night at the palace.
- 6 The faintest sound of sprinkling salt conjures the particular gestures of your teacher, their finishing flourish over a deep tray ready for the oven.

INDULGENCE

A cook's hours are long; an adventuring gourmet's are no better, and the beds are often awful. Who can be blamed for a little indulgence at the end of the day?

If your character has a penchant for sneaking secret treats, consider the severity, and the cost, of the habit. Sugar is a vice all too easily found in a kitchen, but it could be hard to come by on the open road. Is your indulgence a source of satisfaction, or shame? Perhaps your preferred relaxation food reflects poorly on your tastes among judgmental contemporaries. How your character considers their own indulgences can say a lot about them to others.

INDULGENCE

d6 Indulgence

- 1 Darkest chocolates of exorbitant price.
- 2 Pungent tobacco, guaranteed to one day ruin your sense of taste and smell.
- 3 Crackling — and it has to be hot, salty, and crisp.
- 4 Snack sticks mass-produced by a city guild.
- 5 Raw root vegetables: potatoes, carrots, onions... anything.
- 6 Some of the wine did make it into the stock, yes.



Hippocamper dines among
a dramatic conspiracy.

CHAPTER 2

TABLE GUESTS

Across countless worlds of imagination, characters and creatures as minutely distinct as salt grains live, adventure, die, and sometimes live again. In his multiversal travels, Arcganus Hippocamper met with more kinds of beings than could possibly be contained within these pages — but he has included herein a few of those with which he had his most memorable encounters. When creating your own D&D character, the *Player's Handbook* alone offers a cornucopia of options to pair with almost any flavor of story. This chapter adds even more variety and spice to those choices, opening the way to yet more worlds of rich adventure. The options featured here, whether used alone or combined with those in further materials such as *Volo's Guide to Monsters*, *Xanathar's Guide to Everything*, or *Tasha's Cauldron of Everything*, can make excellent adventuring companions to a gourmet. Each and every one has the potential to tell stories that would make them a fine guest to any table.

Here are the options featured in this chapter:

- Seven races from different worlds: the golden **Aulter**, the hopeful **Fairies**, the sturdy **Half-Dwarves**, the mysterious **Hivebodies**, the motley **Kobblek**, the reliable **Pangong**, and the creative **Sigathur**.
- Three new subraces for a **Dwarf** character, and racial variants in the form of the diligent **Craft Elves** — a subrace for elves or gnomes — and the bonding **Symbietle**, which offers a unique mode of flight to almost any player race.
- **Subclasses** for each of the classes found in the *Player's Handbook*, as well as the artificer class found in *Tasha's Cauldron of Everything*.
- For the fighter, monk, rogue, sorcerer, warlock, and wizard, new **Optional Class Features** are given for groups using those rules from *Tasha's Cauldron of Everything*.
- New language and tool proficiencies.
- Remastered and new **feats**, including racial feats, for realizing even more creative character flavors.

CHARACTER RACES

Included at the end of this section is a reference you can use to determine the height and weight of a character who is a member of one of the races in this chapter.

ABILITY SCORE INCREASES

Each of the races presented in this chapter has the Ability Score Increase feature. Consider the distribution of these scores as a suggestion only, a generic default from which exceptional adventurers may deviate to a lesser or greater degree. The numbers given in this feature can serve as the basis for Customizing Your Origin using those rules from *Tasha's Cauldron of Everything*.

If you're the DM, consider the storytelling potential of each of these races before you decide to include them in your campaign. Whether they might be commonplace or stick out in a crowd, if they exist at all, is entirely up to you. Introducing even one new ingredient into your story creates ripples that can be very powerful: reshaping politics, traditions, languages, and perhaps even landmasses. The option to do so is a narrative choice that is ultimately yours to make.

AULTER

Very large man, he was, and skin like gold – his belly was as big and as shiny as a gong. Ring on every finger, and every ring set with a gem like a duck's egg. Never seen the like, but I could hazard at their worth. Had plenty of coin and was happy to spend it. But he wouldn't trade for the rings. He said they'd have to learn for themselves when they were older.

—Wingorth Honeyhelm, silk merchant

Expansive, gregarious, and golden folk, the aulter make their homes in the hollows of mountains filled with the precious ores that they themselves resemble. Like them, these rare vaults are rich with mineral splendor. For generations they were considered a myth of the outer world: anyone listening to a tale of the mountains could be forgiven for thinking the storyteller was relaying only a drunken dream of riches beyond imagination. But the aulter and their vast stores of gold are very real — larger than life, in fact — and as they have ventured out into the wider world of trade among other races, they have found their company (and their seemingly endless coin) in great demand.

MADE OF MONEY

An aulter adult cuts a striking figure. They stand roughly as tall as a human or elf, but invariably they are much wider — and their entire body appears to be made of gold. Rose, white, or black: the exact sheen and karat of the metal may vary, but its effect is predictable. Other peoples are frequently awestruck at the appearance of these living, breathing, laughing treasures. An aulter out in the world attracts plenty of dropped jaws and eyes agog. This attention amuses them more than it unnerves them. They are beings of easy comfort who have had little reason in their history to be afraid of others. In modern times of trade, their evident wealth invites friendliness more than it does aggression.

Internally, aulter are humanoid, but much theorizing has been had on the elemental origins of their substantial layers of living metal. Like earth genasi, it could be they are originally born of the Dao; or perhaps their distant relatives lie in deeper, stranger places within the Plane of Earth. The golden folk themselves do not know. As far as they are concerned, they have always lived inside the great hollow vaults of their mountains, far removed from other peoples, but unquestionably part of the Material Plane. They believe themselves born of the mountain just as gems and ore are created by the rock... and for good reason.



CARING PARENTS

Adding to their opulent image, autler are frequently adorned with rings or necklaces set with jewels of incredible size and quality. The only status they confer is to tell other golden folk that they are rightly performing their parental duty: for each jewel is the egg and incubator of a slowly-growing autler child. In these minute mineral cradles, the young of this race mature over a century, gradually increasing the size of the jewel as they grow. A parent begins by carrying their babes upon rings, eventually moving them to necklaces or girdles after several decades when the gem grows too heavy for the hand. In their final stages of growth, the jewels are placed into a nursery within the mountain vaults to be watched over by dedicated caretakers until they hatch – a difficult time in any young parent's life.

The color and clarity of each gem changes, it is said, with the light that shines through it, and the scenes that the light carries. Autler keep their children close not just for safety, but to show them the world, teaching them even before they are born. The familial bonds between generations of the golden folk are as incorruptible as their skin: an attachment formed over a time period unrivaled by any other race.

Because their children grow so slowly in the jewel, it is fairly common for autler to carry several broods around with them over a given period. One might not be ready for parenthood for another fifty or sixty years, but have their family planned and set in finery for the following two hundred. Ostentatious though it might seem to outsiders, this is simply who the autler are. Those who understand this can see the phenomenon as yet another extension of a generous, communal culture that values loyalty and reciprocal goodwill above all else.

GLEAMING HARVESTS

The vaults of the golden folk, under the glow of soft gem-light, seem carpeted in glittering veins of precious metal, and their abodes are richly adorned with crystal and marble. But, all appearances to the contrary, the autler do not consider themselves to be extravagantly wealthy. Or, at least, they didn't before they began trading with other cultures. The buildings in which ingots are piled high are not their banks, but their granaries; the curtains of sapphires slung across doorways akin to a leather flap: to the autler this seeming grandeur displays nothing more than the humble honesty of rural village life. Metal is their meat and bread, and stone their wood.

Autler farm gold and silver the same way other races farm wheat or corn. It is their staple crop, and they have a preternatural gift for encouraging it from the ground. Though



the methods may be different, an outsider who understands how to work the land would see, if they can look past the deceptive decadence, surprisingly familiar sights: hard-working folk tilling the earth – sowing, tending to, and reaping its bounty.

Unsurprisingly, once the aulter and their golden villages were discovered by the world at large to be real, the attraction of foreign powers to their territories was immense. And, perhaps luckily, the aulter were only too happy to extend their communal generosity outwards at first, equally intrigued by the riches of a world beyond their secluded homes that crafted with fibres, silks, woods, and the skins of animals. This curiosity might have gotten the better of them. Gifted though they are at raising it, metal takes a mighty long time to grow, and the fields filling the mountain vaults were not inexhaustible. But they soon learned the value of their crop in the eyes of others. A greed for gold is not easily disguised.

Modern aulter are tactful traders who use their own casual relationship with gold to their advantage when dealing with those who lust for it. They remain a humble people not overly given to excess, and they have learned to look after their stocks of wealth with diligent care. As such, their vaults have become reliable international banks, providing their people with a secure, and – in their eyes at least – honest place in the world.

EFFUSIVE ADVENTURERS

Though they spent many millenia hidden away from the world, the aulter are glad to be out in it. Having outgrown their cultural naivety, they make for confident explorers, inured as they are to many of the ordinary challenges of such work.

An aulter traveler will often carry at least one brood of future children upon their fingers or secured in other jewelery. The experiences of their journeys can thus be passed on early to the next generation. They will guard these jewels like nothing else, but will only return them to their vault when the time comes that they are too large to carry.

Fellow adventurers, particularly those of a mercenary bent, are likely to find an aulter companion to be a fortuitous addition to any party. They eschew most material possessions, but bring with them an unparalleled confidence for financial affairs, and are generous sharing bounties once their needs have been met. Not to mention that they often have a wonderful sense of humor.

AULTER NAMES

Where a family or formal name is needed, an aulter is most likely to attribute themselves a surname connected to their working role at home. The equivalent of a rural human Tiller, Fisher, or Farmer, the translation from Terran might roughly equate to Carvewright, Silver-Sower, or Carer.

An aulter given name tends towards full, resonate sounds that carry well through their vast vaults and ring with fine clarity from the crystals and stalactites. Aulter of any gender might have one of the following names: Bor-Dio-Bor, Co Shi, Do-Vann, Eorhota, Kiolung, Pung-Nigh, Songa, Van-Vo, Van-High, or Yohnd.

AULTER TRAITS

Your Aulter character is granted the following traits by its golden form.

Ability Score Increase. Your Constitution score increases by 1, and your Charisma score increases by 2.

Age. Within their gem-like eggs, an Aulter matures to roughly the size of a human child over 100 to 150 years. Once they hatch, they grow to adulthood over a few decades, and live on untarnished for six or seven centuries.

Size. Aulter average between 4 and a half and 5 and a half feet tall. Their metallic flesh makes them deceptively heavy for their size, weighing in somewhere between 300 and 500lbs. Your size is Medium.

Speed Your walking speed is 25 feet.

Gilded Thumb. You have a gift for growing metals like a farmer would crops. As an action, you can bury a metal coin in 1 cubic foot of loose earth or among loose stones and imbue it with your gift. After 8 hours have passed, roll 1d4. On a 1, the seed has failed to take and remains as it was. On any other result, the planted coin has sprouted into a number of coins equal to the result of the roll, which you can dig up as an action. You can plant coins in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you complete a long rest.

Starting at 5th level, your very presence enriches the land. When you remain within one area no larger than a half-mile radius for 10 days, all natural metals in the area up to 1 mile below ground become enriched for 1 year. Metal deposits yield twice the normal amount of ore when mined.

Golden Tongue. You have a casual confidence discussing matters of money that is difficult to counter. You have advantage on Charisma (Persuasion) checks made with regards to buying, selling, or trading items where the payment is expected in material coin.

Mountain's Bounty. You don't need to eat ordinary food; instead, you can subsist off copper, silver, or gold coins, or similar metal objects, equal in worth to 5sp per day.

Soft Metal You have resistance to bludgeoning damage. You lose this resistance when you have taken bludgeoning damage a number of times equal to your Constitution modifier (a minimum of once), and regain it again after completing a long rest.

Untarnishable. You have resistance to necrotic damage.

Languages. You can speak, read, and write Common, Terran, and one language of your choice.

CRAFT ELVES

My uncle, you know, was a terrible cobbler, and an even more terrible worrier. He lost most of his hair the year I finally moved out of town to the academy, frantic over paying his debts and filling his orders with what scraps of shoddy material he'd sourced for a pittance. He was truly an awful organizer of even the basic and necessary arrangements.

And then, one morning, so he claimed, he simply came downstairs and it was all sorted out. Row upon row of wonderful shoes to sell – the envy of every shop window. His troubles ended, for a time.

He attributed it to some fey boon: work done in the night by tiny hands. Well, yes and no. He was a terrible mathematician, too... one rarely finds an idiot in only two dimensions. Never could put two and two together that his miracle occurred but a week after he hired that well-meaning gnome girl in the shop as a clerk.

—Thomas Arne Wild, magical historian

"Craft elves", rather than a particular group of elven brethren such as the wood elves or the drow, describes the more widely shared predilection among peoples known for their pointy ears to deft, almost supernatural skill with handiwork. Weaving, tanning, building, making toys or tiny clocks: across many worlds it is well documented that great works can be wrought with the assistance of a group of such folk, invariably dubbed as "elves", no matter their temperament or stature.

VARIABLE SUBRACE

The craft elf is a subrace available to both elves and gnomes, the basic traits of which can be found in Chapter 2 of the *Player's Handbook*. The traits of the craft elf represent a set of shared skills and attributes that transcend other differences between the two groups. Craft elves might be found among both races on some worlds, among just one on others, or, at the DM's discretion, among another group entirely as a subrace option. In some settings, craft elves might represent the undervalued working class in a rigidly divided hierarchy; in another, they might be have a folkloric bent as the granters of wishes to those very same kind of craftspeople. Yet another campaign might place them as the loyal workforce of a great, good-natured fey of the north with a large annual quota to meet. The interpretation of the craft elf as a character concept is highly flexible, and the tone settled upon will determine what other racial traits work best in combination with its template for a given adventure.

CRAFT ELF TRAITS

As a craft elf, the following traits aid you in your work.

Ability Score Increase. Your Intelligence score increases by 1.

Everything's a Nail You have proficiency with the light hammer, war pick, heavy crossbow, and hand crossbow.

Fruits of Labor. A job well done is its own reward. When you succeed on an ability check with a skill or a tool you are proficient in, you gain temporary hit points equal to half of your level, rounded down (a minimum of 1).

Handiwork. You gain proficiency in one skill or two tools of your choice.

FAIRY

The groom had drawn the hag's ire, all right – that were as plain as his face on the floorboards or his guts on the ceiling. How her choice o' foul deliverance had snuck in past paid-up guards at every corner, that weren't so much.

Fathmir reckoned it could'a come up through the grounds, down where they backed onto the woods at the end of the gardens. But his Lordship insisted it couldn't be so: an' when he showed us down there I could see for why. They were flittin' between the houses slung up among the briars, leaving a twinkle o' that tell-tale magic on the mornin' dew. They sized us up as we approached, and I spied Fathmir push down a little laugh out the corner of me eye. Pretty dull of him. It weren't just fairy dust glintin' at their sides.

—Gumdar Ingotshoe,
The Case of the Banderhobb's Bite

Elusive folk that are nonetheless ubiquitous across the world, the fairies were said to first travel to the Material Plane from the Feywild on the dancing glimmers of reflected sunbeams. Innately magical creatures, they can lift and wield objects (and even individuals) that seem physically beyond their diminutive size. Though they are known in folklore for their tricksy sense of humor and glittering magic, many fairies dream of bolder ventures as legends; and they have the spunk and the strength to make it as truly pint-sized powerhouses.

IT'S A SMALL WORLD

Although fairies maintain a strong connection to the Feywild, they have fostered an infatuation with the mortals of the Material Plane over the centuries. The wonder of imaginative belief that a fairy light sparks in humanoids young and old is like ambrosia to these fey folk, and as a result they are much happier than their pixie or sprite cousins to live close to mortals. Fairy communities might grow at the bottom of a wild garden or beneath the floorboards, and fairy heroes are more than willing to carry their weight in battles for the land.

Villages lucky enough to abut a fairy colony have a charmed life: friendly fairies make for reliable advisors on matters of unusual magic, loyal defenders against those who would dash the good spirits of the town, and joyful company to anyone able who enjoys a little light and whimsy in life.

GLIMMERS OF HOPE

Like many fey beings, fairies are finely tuned to emotions, of both themselves and others. Sparks of delight, particularly



those of children and other innocents, fuel them like nothing else; but dour moods or difficult times create an atmosphere not unlike a choking miasma for their kind. A fairy's own emotional state is knotted into its physical and magical wellbeing; without a positive light shining in their own chest, their wings will not lift them, and they find themselves quickly withering to age. It is a thankful fact – and one that fairy adventurers realize perhaps more than any other of their kind – that by their sparkling presence alone, a fairy can restore hope and happiness even to those who thought their hearts had grown too heavy for either.

FAIRY NAMES

Above all, a fairy enjoys music in a name. They will take inspiration from nature, from entertaining tricks, or from the oddities of their ancestral home, but the best name for a fairy is one that trip-tips off the tongue. Other races (the gnomes notwithstanding) might sometimes find their names a little amusing – but truly, that is part of the point.

A fairy cares little if its name sounds particularly feminine or masculine to the ear of another. What matters is how it rings on the air before it gets there. Dewdrop, Sparkabell, Tink, Bluebutton, and Zippity-doo-da are often-sung favorites.

FAIRY TRAITS

Your fairy character has the following traits as a result of its fey origins.

Creature Type. You are a Fey.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence or Charisma score increases by 1.

Age. Fairies mature to adulthood within a year, and can live for almost 1000 years if they remain in good humor.

Size. A fairy normally measures between 10 around 14 inches tall. Your size is Tiny, although with your quick, zig-zag movements, you have a reach of 5 feet with melee weapons.

Speed Your walking speed is 15 feet.

Distracting Sting. A creature you hit with a melee attack has disadvantage on the first attack roll it makes against a creature other than you before the end of its next turn, so long as you are within 5 feet of it and not incapacitated when it makes the attack.

Faetherweight. You cannot wield weapons with the heavy, special, or two-handed properties. When wielding a weapon that does not have the light property, you must use two hands to do so. You can use a weapon with the versatile property in this way, but any attack you make with the weapon's larger damage die (as when a larger creature wields it with two hands) is made at disadvantage. You lose this trait if your size increases beyond Tiny.

Fairy Dust. You know the *dancing lights* cantrip. When you reach 5th level, you can cast the *levitate* spell once without expending a spell slot, and requiring no material components. You regain the ability to cast the spell in this way when you finish a long rest. When you cast the spell in this way, you can target only objects, beasts, or humanoids, but you can target a maximum number of objects or creatures that are within 10 feet of each other equal to your proficiency bonus with each casting. Constitution is your spellcasting ability for these spells.

Sprightly. On a turn where you move but take no actions, other than the Help, Dash, or Search actions, your movement speed increases by 10 feet until the end of that turn.



The Joy of Flight. Happy feelings uplift you literally as well as figuratively. You have a flying speed of 30 feet. If you are frightened or suffering from one or more levels of exhaustion, you lose this flying speed.

Languages. You can speak, read, and write Common and Sylvan.

PLAYING AS A TINY CHARACTER

Size is no judge of character, but there's no getting around the fact that Tiny player characters are unusual. Here are some rules to remember as you head out with big ambitions for adventure:

- A Tiny creature has its carrying capacity – as well as the weight it can push, drag, or lift – halved compared to Medium or Small creatures. As a quick rule of thumb, your carrying capacity is your Strength score multiplied by 7.
- A Tiny creature can squeeze through a space of around 6 inches in size. If reduced in size by a spell or effect, a Tiny creature shrinks to 1 inch.
- Appropriately sized weapons and armor use less material; but they are comparatively more fiddly to make and maintain than average equipment. You can treat equipment costs as normal to represent this, so long as a town has someone able and willing to supply such things.
- A Tiny character needs only a quarter as much food and water as a Medium sized character needs each day to survive.

HALF-DWARF

Aw, sure, sure, they're a real riot. Can put the hooch away like almost nobody else oughta try if they like their insides, an' they'll split yours wide open once they get going. Never heard nobody call out the stick up a dwarf lord's ass as much 'cept maybe an elf – only they're actually funny. It's all fair game an' fair play to 'em. Yeah, yeah... about as down-to-earth as they come. Makes sense.

Plus, you know, if you get caught up in a real riot, that's five and a half feet of unmovable muscle you can tuck yourself behind for the price of a beer. That's good company.

— "Dame" Dangerous Shyleaf,
interviewed for *The Real Portcliff Underworld*

As tall and quick-minded as their human parents, but as robust as a dwarf, half-dwarves combine some of the best traits of both of their lineages. They are rarely seen – even more rarely than half-elves or half-orcs – and often overlooked, mingling easily into the populations of whichever parent culture they are raised in. Most often, half-dwarves settle in human towns and cities, for they rarely inherit the darkvision that dwarves find so useful in the mines and deep mountain halls of their ancestors. A half-dwarf has much to weigh as they grow: balancing the traditions of one culture versus the progressive drive of the other, all while working

out what to do with a life that neither of their parents can truly relate to. Adventure often calls to a half-dwarf coming of age who needs to find this path. It is a lifestyle that fully exercises the incredible strengths they have inherited and made their own.

STONE & SAVVY

To other peoples, half-dwarves may blend into a crowd, appearing to be nothing more than an unusually tall dwarf or a remarkably stocky human. But to humans and dwarves who know each other, the lineage is obvious. Half-dwarves stand out for the unique combination of traits that makes them quite different from either parent, and much more than a meeting in the middle of the two races. Their muscles are incredibly dense on a tall frame, giving them almost unrivaled stamina without losing the flexibility of their human side. A half-dwarf can work seemingly without effort through conditions that would slow down even the hardiest of colleagues. They are predisposed to be hirsute, but unlike a traditional dwarf, they might shave to better fit in with human standards of grooming, or sometimes eschew body hair altogether in an attempt to distinguish themselves from a distant dwarven heritage.

Typically raised in ports, mining towns, or trading hubs, they experiment with leveraging their physical skill in a variety of roles, taking the exacting quality of dwarven craftsmanship and applying its sensibilities to fields their hall-born ancestors never would have dreamed of.

HARD WORK AND NO PLAY

While they might prove to be just as adept as any dwarf in the arts of stonework or forging, it isn't often that a half-dwarf



gets the chance to do so. Dwarven strongholds aren't built to permanently accommodate tallfolk, nor those who cannot see in the dim conditions of their subterranean toil. In human towns and cities, those who are unable to take up a family trade find their talents are all too often wasted: relegated to manual labor that makes use of their stoic strength. On certain worlds of the D&D multiverse, including the apocalyptic stretches of Athas where half-dwarves are known as Mul, they are most often born as slaves and are prized for their physical combat ability.

Most half-dwarves are lucky enough to avoid such a fate, but their place in the world often feels frustrating no matter where they are born: founded not on stone, but stifling sand. They aren't diplomats, and they can struggle to advocate for themselves in either of the halves of their world when they aren't taken seriously. The expectations of their more traditional relatives – honor, clan, and kingdom – hang heavy over their heads. The rebellious streak of humankind within them, knotted in tension amongst dwarven rigidity, is most inflamed among young half-dwarfs still struggling to see how to untangle their birthright. Pushing away tradition or duty, these half-dwarves live in stubborn defiance of the judgments that they have come to expect from those closest to them in blood.

FORGING AHEAD

Half-dwarves may be rare, but their natural toughness and knack for problem solving tend to ensure they live through their most daring days. With a longevity that outstrips that of humans, they see their homes and the people in them change over generations while their own legacy remains unknown. As age settles in, so too does the old dwarven desire for permanence reassert itself. Half-dwarves are not content to leave their own mark unbuilt.

Some fall to old touchstones, returning to play a part in the cultures of their parents – even while they remain apart from them. Dwarven trading companies can employ them on the surface. Human artisans might be able to make good use of the lessons they learned at the hearth and adapted for themselves. But others are keen to be the architects of their own world. Though they are few in number, half-dwarves can build phenomenal things, bringing the best of the monolithic methodology of the dwarves out of the mountain shadows in a bold new direction. They invest their hard-earned gold, time, and experience into ventures of their own that, like them, stand apart from either humans or dwarves. They might found construction companies, train apprentices in advanced craft methods of their own design, or carve out a legacy in the theater of war as a tireless field commander. Wherever they stake their claim, a hardened half-dwarf is certain to dig in and persevere until they excel.

HALF-DWARF NAMES

Half-dwarves usually have a name composed from their dual heritage. This normally takes the form of a human first name and dwarven surname, or vice versa. Because the rungs of human and dwarven society that mix most are craftspeople and traders, half-dwarf surnames often reflect a vocation, no matter which side they derive from. Some take great pride in a clan name, and wield it as a stamp of pride. Others would rather divorce themselves from these associations entirely, preferring human names and titles.

HALF-DWARF VARIANTS

Certain half-dwarves have a racial trait in place of the Family Trade trait. If your DM allows it, your half-dwarf can forgo Family Trade and instead take the dwarf trait Darkvision or a trait based on your specific parentage.

- A half-dwarf descended from hill dwarves can choose the **Dwarven Toughness** trait.
- A half-dwarf descended from mountain dwarves can choose the **Dwarven Armor Training** trait.
- A half-dwarf descended from duergar can choose either the **Duergar Magic** or the **Duergar Resilience** trait. In addition, they can speak, read, and write Undercommon.
- A half-dwarf connected to House Kundarak of Eberron can choose either the **Warder's Intuition** or **Wards and Seals** trait.
- A half-dwarf descended from arcadian dwarves (found later in this chapter) can choose the **Bravery of Arcadia** trait.
- A half-dwarf descended from primordial dwarves (found later in this chapter) can choose the **Boiling Blood** trait.
- A half-dwarf descended from salt dwarves (found later in this chapter) can choose either the **Dwarven Depth Training** or **Sea Legs** trait.

In some worlds of D&D, there also exist half-dwarves that are born to one dwarf and one elf parent, known as dwelfs. If your DM allows you to play a dwelf, you can do so by replacing your Family Trade trait with the dwarf **Darkvision** trait, and your Stubborn trait with the elf **Fey Ancestry** trait.

HALF-DWARF TRAITS

A half-dwarf has the following unique combination of traits.

Ability Score Increase. Your Constitution score increases by 2, and two other ability scores of your choice increase by 1.

Age. Half-dwarves mature as humans do, but can live up to 200 years or more.

Size. Half-dwarves stand between 5 and 6 and a half feet tall and average around 210 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Family Trade. You gain proficiency with two sets of artisan's tools of your choice, or with one set of artisan's tools and one melee weapon of your choice.

Stubborn. You have advantage on saving throws against being stunned. In addition, whenever your movement speed is reduced but remains above 0, you can use your reaction to ignore the reduction in speed for 10 minutes. When the 10 minutes ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. You can use this reaction a number of times equal to your Constitution modifier (a minimum of once), and regain all expended uses upon completing a long rest.

Languages. You can speak, read, and write Common, Dwarvish, and one extra language of your choice.



HIVEBODY

“...Bzzz, bzzz.”

Marrion swatted at her ear. The sound was quite persistent.

“Psst. Hey. I said, psst!”

Marrion stopped and looked around. This time, she could swear she was hearing voices in her head. Something caught her eye: what had looked like a fallen wasp’s nest in the undergrowth, the assumed source of her irritation. It was picking itself up off the ground – actually standing upright on rickety legs. It turned clumsily-marked slits reminiscent of eyes towards her, and gave something like a wave – a wave! – with a rustling, pulpy arm. Marrion took a step back and drew her shortsword.

“Ooh!” said the voice, to a corresponding chorus of buzzing from inside the humanoid nest, “a real human stinger! That’s new. I really like your helmet, too. Where did you get it? Was it far away? Can I come too?”

—Issil Dewfeather,
The Shield-Maiden and the Secret Queen

Hivebodies are the result of a kind of awakening, where magically infused colonies of insects develop a unique type of sentience. This might be the result of generations of feeding on the nectar of mystical flowers, or the inhabitation of an old wizard’s tower. Whatever the origin, the outcome is extraordinary. Seamless communication amongst the drones and the queen creates a hivemind; and when that mind wishes to expand its knowledge by adventuring through the world, it must go about building and operating a hivebody.

A HOME AWAY FROM HOME

A hivebody is little more than a crude humanoid husk: a nest or mound or colony with working limbs. Inside the networks of tunnels and chambers that form the arteries and capillaries, the united insect host animate their makeshift being with uncanny teamwork. It may not often look it, with its lumpen, faceless heads or misaligned limbs, but a hivebody is truly a marvellous feat of engineering. With their new body a colony can begin to explore the world, interact with other civilisations, and even forge an epic story of their own, all from the comfort and protection of an animated hive. The queen of the colony always sits within a dedicated chamber, placed roughly where the brains of other humanoids are found, in the “head” of the body.

Hivebodies can range from shapes as simple as a large wasp nest with some limbs attached, to studiously crafted pulpy shells that move with only slightly stiffened grace. A husk may be as small as 3 feet or as tall as 6, although they are rarely larger. Depending on the type of insect colony within, the construction materials might be reconstituted clay, silk, wood or other plant matter. Some queens will take great pride in crafting facial features and other flourishes over time – others are content with simply being mobile. A hivebody might appear terrifyingly misshapen, intricately alien, or strangely beautiful. In this way, almost by accident, the hivebodies emulate and even exceed the diversity displayed by other races.

ALL FOR ONE, AND ONE FOR ALL

A hivebody is a collective of life working together. The intelligence of the colony is communal: each member down to the lowliest drone contributes sense data, thoughts, and snatches of emotion to the whole. The queen embodies the most cohesive chunk of the hivemind and acts as its primary director. In return, the workers and soldiers perform the physical animation of the body and, if necessary, will charge forth from their mobile fortress to protect it. While a queen lives, the hivemind as an entity lives on as well. Other members of the colony are to a hivebody what blood and tendons are to other races.

Since the connected minds of the colony become both an individual and an entire civilization, the culture of a hivebody is unique, self-made. They may or may not share concepts common to many other civilizations, such as gender, property, or individuality. Values are debated and determined internally. What is art? What is our desire? What is do we think of others? The answers to these big questions are influenced by an internal set of traditions as well as additional information received through exploration. Asking what is important to a hivebody is akin to asking what is important to a nation. There will always be different opinions and pressures represented and weighed in the personality of the hivemind. Hivebodies are not fickle or capricious, but they are nuanced, and no one is like any other. The only thing they have in common is a will to see the world that compelled them to strike out from their burrows and jungles in the first place.

HIVEBODY NAMES

A queen is the ultimate authority on conscious decision making in the colony and as such they name themselves. They might take up the name of an object of importance from

their early days when the body was still a localized nest: such as a tree, rock, or other natural landmark. Or they might take up the name of a story character, overheard in the conversation of passing foragers. They might make up utter nonsense. It is up to each hive queen to decide on the importance of their name.

As a hivebody travels and a queen's knowledge of the world grows, they may choose to change their name, seemingly on a whim, or add new monikers to a growing collection.

HIVEBODY TRAITS

Your hivebody character has a number of unique attributes as the result of its unusual being.

Ability Score Increase. Your Intelligence score increases by 2.

Age. A hivebody comes of age the moment an awakened queen is born or made by other means. The lifespan of a queen is short by the reckoning of other sapient species, ranging anywhere from 5 to 15 years. But her successor may well choose to inhabit the same nest, and the hivebody will continue. Drones grow, work, and die over the span of around 150 days and are constantly reproduced.

Size. Sustainable animated hives can be built in two sizes, Medium or Small. Choose either size, as detailed below.

Speed Your base walking speed is 25 feet.

Brittle. Your body is a reconstituted organic husk, riddled with hollow tunnels. You have a -1 penalty to your AC.

Incensed Host. When you are hit by an attack, you can use your reaction to release a swarm of angered drones that fill the air 5-feet around you for 1 minute. Hostile creatures that enter the area for the first time on a turn or end their turn there must make a Dexterity saving throw (DC equals 8 + your Constitution modifier + your proficiency bonus). A creature takes 1d6 piercing damage and poison damage equal to your Constitution modifier on a failed save, and half as much damage on a successful one. The piercing damage increases to 2d6 at 6th level, 4d6 at 11th level, and 6d6 at 16th level. You can use this reaction once, and must finish a short or long rest before you can do so again.

Land of Milk and Honey. You can use your worker drones to gather edible detritus or nectar over the course of the day to sustain yourself with piecemeal nutrition. Determine with your DM a suitable food for your colony. If traveling over suitable terrain, you can forgo the need for food and water by collecting sustenance such as this from local sources with your drones. You can also eat and drink as normal.

AWAKENED ORIGINS

It is worth giving some thought to the beginnings of your colony-turned-adventurer. Ask yourself some questions: when did your intelligence blossom into a hivemind? Did you start traveling immediately, or was there an inciting incident? Where are you originally from, and how far have you come already? A colony fresh to their new life might be more naive, open-minded, and curious, whereas a hivebody headed by a more seasoned queen might harbor more active ambitions.

Long Live the Queen. If you die, roll 1d2. On a result of 2, your queen survives, although the hivebody husk and colony perish. A queen outside of a hive retains your Intelligence, Wisdom, and Charisma scores, has a Strength, Dexterity, and Constitution score of 3, and hit points equal to your proficiency bonus. She has a speed of 0 feet. While outside of a hivebody, your queen loses all of her traits besides this one.

After 2d4 days, a queen spawns a fresh brood of drones and can begin building a new body. You can choose a Small or a Medium husk, even if your first body was a different size. This process takes 2d4+8 days regardless of the size chosen.

Mind of Multitudes. You have advantage on saving throws against being charmed or frightened, and Wisdom (Insight) checks against you are rolled with disadvantage.

Languages. You speak Common and Buzzword, a chittering insectoid dialect sprinkled liberally with popular words and phrases that the colony find amusing. There is no written form of Buzzword. Non-verbal messages are conveyed through a mix of synchronised dance and chemical markers.

Your queen has rudimentary telepathy with a radius of 30 feet. This connection can only be used to broadcast speech to others in a language you understand.

SMALL HIVE

Size. Hives of this type are usually between 2 and a half to 4 feet tall and weigh around 30 pounds. Your size is Small.

Ability Score Increase. Your Dexterity score increases by 1.

Unite in Flight. Your body is light enough that it can be transported through the air with a concerted effort from the colony. While not wearing heavy armor, you gain a flying speed equal to your walking speed and can hover. You can use a shield and still gain this benefit. You cannot fly any higher than 15 feet off the ground in this way, and you must concentrate on your flight as if concentrating on a spell.

MEDIUM HIVE

Size. These larger hives can reach up to 6 feet tall and weigh between 140 and 160 pounds. Your size is Medium.

Ability Score Increase. Your Constitution score increases by 1.

Growing Garrison. Your expanded sprawl of tunnels allows you to host a larger colony. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

KOBBLEK

A silvery slice and a spray of blood – Manteau's right hand vanished from his wrist and whirled away on the sudden pulse of scarlet over the cliff's edge. The drow assassin danced back and checked his footing. Circling for but a moment. Manteau stared at his new stump.

The assassin tensed, scorpion-like, for his final strike. He lunged... and his sword screeched away from its mark in a shower of sparks through the cold rain. The elf stumbled.

Manteau adjusted the grip of the short blade in his left hand as he, too, checked his footing on the very precipice of the drop. He leveled his weapon at the drow and locked eyes with him: two grey orbs staring bewildered back into one green and one brown.

"That was my father's hand," Manteau growled. "For that, I shall take your own."

—Joedeth Draketoll,
Hero of a Thousand Cuts

The kobblek are a strange and scattered people who borrow biology from other humanoid races to make their own. At a glance, a wandering band of kobblek resembles a group of undead stitched together from odd remains – but, on the contrary, their culture embraces the diversity of life through a unique honor for the departed. Their macabre appearance has cost them much goodwill from the civilizations around whose fringes they pick out a living, but they are an adaptable folk that bear a deep pride for their unorthodox customs.

BATTLEFIELD SCAVENGERS

There is no kingdom of the kobblek. Their reputation as vultures is unfair, but not entirely unearned, as their nomadic bands are often found scouring battlefields of the recent past for useful body parts. A remarkable quirk of their physiology allows (and encourages) them to modify themselves with the limbs, sense organs, and even internal workings of other humanoids. Each kobblek bears their own assortment of body parts that they have assimilated to help attain their own self-image. Occasionally, kobblek will be accused of graverobbing, but most are neither foolish nor cruel enough to perform such crimes. Their bands are attracted to borderlands and other regularly contested territories where mass bloodshed is common: all the better for a strong supply of body parts that will keep the entire community whole. It is a sad fact, following the kobblek like superstition, that they most thrive when others are dealing with times of intense strife – though it is no fault of theirs.

FRIGHTENING COMBINATIONS

It is rare for a kobblek to find welcome in a town or city. They believe that their ways are part of the cycle of life – just the same as the crows that come to feast – taking the energy of another into themselves until their time comes as well. But most humanoid cultures have a more squeamish view: and they don't take kindly to seeing the eyes of a brother, a parent, or a lover return to town in the face of a bizarre stranger. Even when these social pitfalls can be avoided, an average kobblek cuts an alarming figure in the imaginations of others, activating gut responses against asymmetry and mutation. Most kobblek who move in larger societies go cloaked, and many fashion or transplant hair onto themselves to help cover their features. The most distinctive, and hard to hide, are their butterfly-like ears and thick, stubby tails, which are rarely replaced even on heavily modified kobblek.

HAND-ME-DOWNS

Kobblek children, sometimes called kubs, have short, spindly arms and legs that grow rapidly to allow them to join the travels of their band. Just as human children lose their first set of baby teeth, these "milk limbs" are also lost as a kobblek youth comes of age. As the day approaches, they begin to assemble new body parts for themselves, found or gifted by the band, to prepare for adulthood. While they can come from many sources, a young kobblek is expected and encouraged to shape the direction of their own body. But the most important part of a kub's coming of age is the receiving of a family heirloom: a body part that has proven especially useful to their line and has been passed down through several generations to those coming into their prime. Time takes its toll, and not everything about the heirloom may work as it originally did, but the preservation and giving of these parts is

a deeply honored tradition for every kobblek. When times are good, a youth may even be gifted a fresh part selected from the preserved stores the band carries, enabling them to begin their own legacy. When times are tough, parents will literally give an arm and a leg to see their offspring into a brighter future.

NERVOUS CURIOSITY

A kobblek that understands their body well can replace almost any part of it without much ill effect, extending an elastic psychic connection into new limbs or organs to use as their own. Occasionally they will feel a returning twinge that tugs on their interest. An itch in the muscles for an old activity, or perhaps a craving for something particular in a repurposed stomach. The wish to explore these impulses is what might lead some kobblek to dare infiltrating larger humanoid settlements – or take them away from the band on the path of the adventurer.

KOBBLEK NAMES

Kobblek take ownership of their existence as composite beings, and their names reflect this. Among themselves, they might share affectionate, personal nicknames, but in their dealings with others they have found it best to lean into this identity, hoping to disarm the fear and distrust so frequently aimed at them with a touch of wry amusement. Equally, their names are a statement of wholeness – declaring that they are not simply thieves of body parts, but that each distinct part comes together to create who they are as an individual.

Sometimes, two or more kobblek will swap names, as they might swap body parts. It is a very personal decision, made between those who have deep trust in one another, and know what it means to take on a piece of their partner.

A kobblek of either gender may have one of these general-use names: Addley, Amalga, Clik, Fews, Hybe, Joihn, Kombo, Masch, Manteau, Medley, Missellaini, Miks, Mod, Polley, Sim, Stikt, Tag, or Uni.

KOBBLEK TRAITS

Your uniquely interchangeable biology grants you the following traits.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Age. Kobblek children mature slightly slower than humans, and begin to lose their milk limbs at around 11 years of age. Their ability to transplant new organs into themselves can keep them in good health, but most live to 60 at best.

Size. An adult kobblek's height might vary depending on what limbs they have, but they stand on average just above or below 5 feet tall. Your size is Medium.

Speed Your base walking speed is 25 feet.

Muscle Memory. You gain proficiency in one of the following skills: Acrobatics, Athletics, or Sleight of Hand. Alternatively, you gain proficiency in one type of tool of your choice.

Anatomical Heirloom. You have been handed down the ancestral treasure of your family in the form of a specific body part, which takes the form of one or two eyes, one to four limbs, a sizable patch of skin, or an internal organ such as lungs, any of which must be derived from a humanoid creature. You decide the exact source and appearance of your heirloom. Your choice grants you one of the following traits:



- (*Eye*) Whenever you make a Wisdom (Perception) check, you can add half of your proficiency bonus (rounded up) to the roll if you are not already proficient in Perception.
- (*Eye*) You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- (*Limbs*) Your hands have claws or other natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to $1d4 +$ your Strength or Dexterity modifier (your choice when you gain this trait), instead of the bludgeoning damage normal for an unarmed strike.
- (*Limbs*) You have a climbing or a swimming speed of 20 feet (your choice when you gain this trait).
- (*Epidermis*) When you aren't wearing armor, your AC is $11 +$ your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.
- (*Epidermis*) You're adapted to hot and cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.
- (*Internal*) You can breathe air and water.
- (*Internal*) Your lungs allow you to exhale a destructive breath weapon. When you use your breath weapon, each creature in a 15-foot cone must make a Dexterity saving throw. The DC for this saving throw equals $8 +$ your Constitution modifier + your proficiency bonus. A creature takes $2d6$ damage on a failed save, and half as much damage on a successful one. The damage type is either acid, cold, fire, lightning, or poison (your choice when you gain this trait). After you use your breath weapon, you can't use it again until you complete a short or long rest.

Your choice increases one of your ability scores by 1. An eye increases your Wisdom score, a limb increases your Strength score, and an epidermis or internal organ increases your Constitution score.

CROOKS AND NANNIES

The body parts a kobblek has gathered offer a bevy of story potential for a campaign starting out. A tattoo as distinctive for its placement on the inner elbow as it is for its shape might be the mark of a local gang, unbeknownst to its new owner. Or perhaps an eye of theirs holds the familiar gaze of another party member's long-lost relative.

Apart of You. You frequently find yourself between body parts. If you are missing an eye, you have disadvantage on Wisdom (Perception) checks that rely on sight and ranged attack rolls. You are blind if missing both. If you are missing a hand or arm, you can no longer hold anything with two hands, and can hold only a single object at a time. If you are missing a leg, your speed on foot is halved, you have disadvantages on Dexterity checks made to balance, and you fall prone after using the Dash action; if you are missing both legs, your speed is 5 feet while both your hands are empty, and you have disadvantage on all Dexterity checks and saving throws. Whenever you are missing two or more limbs, you have disadvantage on Strength checks and saving throws.

Emergency Autotomy. When you are reduced to 0 hit points but not killed outright, you can use your reaction to sacrifice one of your limbs and drop to 1 hit point instead. When you do so, choose an arm or a leg to lose and expend one Hit Die. The chosen limb is destroyed. You can't use this feature again until you finish a long rest.

Graftwerk. You can attach humanoid body parts to yourself wherever one is currently missing. Doing so takes 1 hour, which can be taken during a short or long rest. A successful DC 20 Medicine check made by another creature that remains within 5 feet of you for the duration is needed to replace an internal organ or area of epidermis. You gain the biological benefits of body parts you accumulate in this way, such as any natural weapons they bear. If you later replace the body part, you lose any associated benefits. You cannot add body parts, such as wings, that you don't normally have.

Uncouple Appendage. As an action, you can expend one of your Hit Dice and detach one of your hands or arms to allow it to act independently of your body. The uncoupled appendage is a Tiny object with a speed of 15 feet, a climbing speed equal to its speed, and an AC of 10. It has a number of hit points equal to the number rolled on the expended Hit Die. It retains any resistances that you have, and it is immune to psychic damage. It uses your ability scores and proficiencies, but it makes all attacks, Strength and Dexterity saving throws, Strength (Athletics), and Dexterity (Acrobatics) checks at disadvantage. On each of your turns, you can take a bonus action to move the appendage and cause it to take an action if you are within 60 feet of it. It otherwise does not move or act. You can feel through it as normal, but it is considered blind to its surroundings when you cannot see it. The appendage can carry an object or wield a tool that you could hold in one hand, but while doing so its movement speed is halved. When the uncoupled appendage is within 5 feet of you, you can reattach it to your body using an action.

Languages. You can speak, read, and write Common and Kobbledygook. Each kobblek band develops its own dialect of Kobbledygook, making use of unique sounds they are able to master using vocal chords or ears scavenged in their region.



OTHERWORLDLY DWARVES

"Course she were a dwarf. Did you not witness that simply wondrous beard?"

— Navis of Sigil,
planar researcher

A sturdy back, a stalwart heart, and stern dedication to their values: these traits make dwarves invaluable allies on any world. They are a people of unmoving – or glacially changing – tradition, but across different planes of existence and reflections

of the material world, striking variations of dwarvenkind do thrive. Their core values tend to remain true, even when their kingdoms are built on very different foundations. Below are three subraces of dwarf found in far-flung parts of the multiverse, but unmistakeably dwarven nonetheless.

ARCADIAN DWARF

Exemplifying the dwarven ideal of the dedicated holy warrior, the legions housed in the mountain kingdoms of Arcadia in the Outer Planes form a bulwark of righteousness against chaos throughout creation. Arcadia has long existed as a nexus of the greatest dwarf gods, including their gods of battle and honor. Dwarves born here are celestial beings that are inevitably brave and kindhearted.

Creature Type. Your creature type is Celestial.

Ability Score Increase. Your Charisma score increases by 1.

Bravery of Arcadia. You can cast the *divine favor* and *heroism* spells with this trait. Starting at 3rd level, you can also cast the *calm emotions* spell with it. Once you cast any of these spells with this trait, you can't cast that spell with it again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Lawful Vigilance. You

have advantage on Intelligence (Investigation) checks made to detect illusions.



PRIMORDIAL DWARF

With gem-bright eyes, sometimes metallic or obsidian-tinged skin, and hair so wild and vibrant it could be mistaken for leaping flame, the primordial dwarf clans found between the Planes of Earth and Fire resemble the elements themselves as much as they do other dwarves. Connected to the evil Azer, or perhaps transformed to do battle with them, these dwarves carve out kingdoms in territory contested by powerful forces of untamed nature.

Creature Type. Your creature type is Elemental.

Ability Score Increase. Your Dexterity score increases by 1.

Boiling Blood You have resistance to fire damage.

Whenever you take fire damage, a creature that touches you or hits you with a melee weapon attack before the end of your next turn takes fire damage equal to half of the damage you took, as your body sheds the excess heat. You lose this trait when you have taken fire damage a number of times equal to your Constitution modifier, and regain it again after completing a long rest.

Metalken. The benefits of your Stonecunning trait are applied to metalwork as well as stonework.

SALT DWARF

On some worlds, the dwarvish gift for adventure and love of treasure finds its home on the water, rather than in stone caverns. A salt dwarf retains the same skill with masonry as any other. They build phenomenal island fortresses, and on the planet of Spindel they even sculpt massive stoneclad ships with which to traverse the all-encompassing underland ocean. The deep is always a salt dwarf's second home: be it subterranean or submarine.

Ability Score Increase. Your Wisdom score increases by 1.

Dwarven Depth Training. You're accustomed to diving the ocean depths. You can hold your breath for a number of hours equal to your Constitution modifier, and you can see even in murky water with no light as normal using your darkvision. In addition, you suffer no adverse effects from swimming at depths greater than 100 feet (as described in Chapter 5 of the *Dungeon Master's Guide*), or from any sudden increases or decreases in water pressure.

Sea Legs. You gain proficiency with water vehicles and navigator's tools.





PANGONG

"Them gnolls came pourin' through the gorge right mad an' lively - most rabid rasslers I ever had the misfortune to hold at a stick's length away. Way I figured we were more or less done for, surrender or none. But then the rumbling started.

"Reckoned it a landslide, bunch o' boulders come crashing down, and them gnolls did too seemed like when it got 'em all scattered. But it were much worse for 'em than that. It was the pangong rollin' in to rescue. Ain't no hell-fang getting through them plates. And ain't nobody I coulda been happier to see bowlin' outta the dust."

—Camdac Plainsfoot, cattle rancher

The pangong are a wandering, pangolin-like people native to the sprawling lands of Texas on the world of Spindel. They are gentle, fun-loving giants who welcome others well, and tirelessly travel their arid realm with a hum upon their lips.

ANCIENT KINDNESS

With their strength, size, and scaly plated hide, the pangong are formidable looking individuals. Most, however, are adverse to violence unless they find themselves truly threatened, which is a rarity. These burly desert inhabitants are said to have been lifted by the gods into true sapience from a mass of aberrant beast-hybrids during Spindel's mythic history, as a reward for offering their protection to the wandering children of the world's holy mountains. The generous and capable care of others has remained a defining part of their culture for all the ages since.

"Tumblin', Turnin'
Churnin' sands.
Sled behind me head,
Harness in me hands.
Tumblin', Turnin'
Whirlin' fair.
Colours 'bove me head,
Handin' out the drains.
Tumblin', Turnin'
Churnin' sands.
Paint me scales red,
In the orange lands."

-Chorus & first verse of

'Sled-Haul Hymn'

SLOWLY ACROSS THE SANDS

The Pangong live as though one large family, traveling in troupes across the desert and visiting other groups often. They use their impressive bulk to haul goods and raw materials across the dunes in great sand-sledges they hitch themselves to directly. A pangong troupe might travel somewhat slowly, but they always move steadily to the roll and rhythm of their sand-shanties. Traders can rely on their honesty and their punctuality. When a number of pangong troupes come together, the collection of slowly moving sledges and the cabins on top of them form a mobile town of sorts called a hoofpa. Some hoofpas gather one evening and break up again the very next morning; others move together for months. Typically, they are overseen by the gangfhar - the matriarch - of the most prominent troupe in the gathering, but a hoofpa lives and moves as a community effort. Visiting merchants, hitchhikers, and other travelers can experience a wonderful stay and a relaxing journey from the safety of these bustling communes.

BIG CELEBRATIONS

The motto for living in a pangong troupe is "work hard, play hard". When a long day's haul is finally over and it is time to rest around the campfire, pangong of all ages enjoy telling jokes and play-fighting, knocking each other around like bowling balls. Powerful buffets from their massive, clawed arms do no real damage to their fellows, but an outsider caught up in an evening's entertainment might reasonably be

quite terrified; the pangong often have no sense of their own strength compared to other races. These regular times of relaxation are informally called gegangles; the biggest, loudest, and most colorful celebrations are the hullabaloos.

A hullabaloo is called together to celebrate a great event that brings prosperity to many troupes in the region, and outsiders who happen to visit are warmly greeted by a cacophony of music, food, dancing parades, energetic sports games, and color flying through the air and rolling across the ground. Pangong love bright colors, and are adept at creating dyes and paints to decorate their plates and throw into the air over a big hullabaloo. Celebrations of this magnitude are much-beloved by the troupes, but they may well be a once-in-a-lifetime experience for an outsider... who will likely need many days to recover.

FAMILY FIRST

Pangong who find themselves outside of a troupe can find life difficult, given their inherent yearning for the family unit. Outsiders tend to read the pangong as naive creatures, and can seek to take advantage of them. However, as natural travellers with hardy constitutions and happy hearts, they have the potential to be great friends and assets to any who accept them. They are more than capable of defending themselves, and anyone they take under their protection in a found family, with their mighty physical gifts.

PANGONG NAMES

Pangong have no surnames, but they do ascribe importance to certain titles. Gangfhar is the most prestigious, as a troupe leader, but there are also the Waysfhars, who guide their families both spiritually and geographically. Energetic entertainment is so beloved by the pangong that a skilled player or athlete able to rally the troupe from a long day into a whirling evening is hailed as a Gegangle-Rangler. If more specificity is needed after a pangong's name and possible title, they will give their troupe: "of Yolie's troupe" tells other pangong who their gangfhar is, and from there the general prosperity and reputation of the troupe can be ascertained.

Male Names: Banny, Dexxy, Drumro, Fellup, Howdhu, Hurly, Salu, Thro, Zeek.

Female Names: Belha, Bolha, Chittie, Daxi, Deelyhe, Gwellie, Lulho, Yolie.

PANGONG TRAITS

Your pangong character has traits that enable it to cope with the perils of a spartan world.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Age. Young pangong have soft plates, and rely on their parents for protection. They crawl for a few weeks after birth before learning to walk on two legs. They reach adulthood by the age of 15 and live an average of 60 years.

Size. Pangong adults stand around 6 feet tall hunched over and average 450 pounds. Head to tail, pangong can be more than 8 feet long. Your size is Medium.

Speed Your base walking speed is 30 feet.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Powerful Build You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Natural Armor. Due to your hard plates and the shape of your body, you are ill-suited to wearing armor. Your plates provide ample protection, however; they give you a base AC of 16 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Curl Up. You can curl into a defensive ball as a bonus action. Until you emerge, you gain a +3 bonus to AC, you have advantage on Constitution saving throws, and disadvantage on Strength saving throws or ability checks made against effects that would move you against your will. While you are curled up, you can move by rolling, but you can't take reactions or further bonus actions, and the only action you can take is an action to emerge from your ball.

If you move downhill on your turn when in your ball, your movement speed increases by 10 feet. Upward inclines are considered difficult terrain for you when in your ball.

Stamina of the Sands. You have advantage on saving throws against exhaustion.

Languages. You can speak, read, and write Common and two other languages of your choice. Pangong are ill-suited to using delicate writing instruments, and typically write in the sand with their claws when they have need to.

SIGATHUR

When I woke myself from clawing at the sheets... just sheets... Cellar was in my room at the nightstand. I didn't know how long they'd been watching, but I knew they'd have seen some of what I'd just seen. They handed me a tin cup of water. I took it. While I was drinking, before I was awake enough to ask what the hell they thought they were doing, they sat down on the end of the bed, hands clasped, and cocked their glistening head at me with that strangely fluid motion. The sunlight warped off their skin like an oily residue of the dream.

"We should go back. Deal with the Shattershields. Before they chase you out of sleep altogether."

I swallowed. I glared at them. Damn, but my throat was so dry.

"Maybe you should just leave me be, Cel," I croaked.

"Come on," they said with a wan smile. "I know that you know it's a good idea."

"Yeah," I frowned, "you're just full of those."

"I know! They laughed. "I know."

—Shanairra Lilygold,
Out of Otheria

Beings born, or so it would seem, of raw ideas, the sigathur are sometimes colloquially known as inklings. Their fluid, shining, shifting skin is reminiscent of the depths of an inkwell or the open vastness of space through a telescope: full of minute colors that seem to promise something wonderful just out of reach. Exceedingly rare to see on most worlds, sigathur abound in locations that swirl with freeform psychic energy. They sometimes appear as the dream-children of gods or titans, as in the realm of Dwell where they guard the slumbering creator of their reality, Geishoon-khnum-et. Other times, they begin as an offshoot of psionically attuned races.



Wherever they originate, sigathur are drawn to the nourishing spark of genius among other peoples in the multiverse. Their company can sometimes be... trying, but they stick to companions that inspire them as surely as an earworm that you just cannot get out of your head.

AWHIRL WITH IDEAS

The simplest way to describe a sigathur is an idea made manifest. From the hopes and dreams and creativity of other peoples, they are conceived and come to be in their home of Otheria, adrift in a pocket of the Astral Plane. In places where psychic phenomena are particularly powerful, the ideas that germinate into sigathur can snag on the mentally-charged fabric of the Material Plane, bringing them into being alongside their creators. These sigathur consider themselves blessed for being so close to their muses. Where this process is common and understood, sigathur may have a special role in a community related to dreams or the guardianship of knowledge. In other times and places, folk have no idea whatsoever what to do with their sudden guests, and it is these sigathur that most commonly turn to the adventuring life for further inspiration.

Although they are beings made of mental energy more than flesh, sigathur are the same in character to those who inspired their creation: subject to the same whims and flaws as any humanoid. They build townships and families just the same, as well. When two or more sigathur with a spark of creative chemistry come together, they can collaborate their energies to bring about a new idea – a sigathur child – that is part of each of its parents. The collected creativity of the sigathur, and by extension all thinking humanoids, is passed down in their spiritual homeland and greatest city, Otheria.

DWELLERS OF OTHERIA

Behind the thin veil that separates thought from reality, the realm of Otheria lingers in an uncertain, blue-tinged bay

somewhere in the boundless Astral Sea.

It is a place swarmed with aberrant elements, nightmarish beasts, and other manifestations of the darker side of the sapient psyche, but one where the sigathur have long maintained their cultural home. Most of them are born here, once a notion has travelled the winding paths of the planes to wash ashore at this spot. From its dreaming halls they visit other races in moments of sleep or contemplation, offering invisible advice or observing new creativity for their own pleasure. Otheria is a realm of wonder in more ways than one. In theory, it is open and open-minded to all comers, but accessing it is all but impossible for a non-native being.

BATTLE FOR SUPERIORITY

Where they encounter them on the Material Plane or otherwise, sigathur are vehemently opposed to the activites of beholders and their ilk. To a sigathur, a beholder represents the ultimate corruption of creative dreaming, turned inwards into self-obsession, rather than outwards into further inspiration. However, the sigathur are not without their arrogance. Lovers as they are of ideas, they love little more than the ideas they individually represent, holding themselves up as examples of positive creativity. When a sigathur thinks of something, surely it is the best idea in the room, since they are born of the collected energy of thinking itself. This quirk can make friendship with the sigathur difficult. They are constantly prying into the thoughts of others for more inspiration, but tend to express their opinion on any subject that is raised with constant confidence, rather than listen or self-reflect. If nothing else, though, they are invested in other people, and their personality lends itself well to dangerous lines of investigative work where a companion close by your side is worth every evening of incessant chatter.

SIGATHUR NAMES

Sigathur know their name at the moment they coalesce. It is connected to the thought or moment that inspired their creation: perhaps a line of poetry or the title of a book, or a scene or smell or hour of day that allowed a moment of sudden discovery.

Sigathur are effectively genderless. Any sigathur could have one of the following names: Cellar Door, Eighteen Healing Herbs, Lakeside View, Light Upon His Face At Morning, Petrichor, Restless Night, or Washroom Revelation.

SIGATHUR TRAITS

As a rare form of life, you have a number of traits that mark you out as exceptional among other races.

Ability Score Increase. Your Intelligence score increases by 1, and your Wisdom score increases by 1.

Age. Sigathur are born physically much the same as they die, but their temperaments mature noticeably over time, making their elders and their youths quite distinctive. A sigathur can live as long as the ideas they draw into themselves continue to generate psychic energy in the worlds: some are as old as agriculture, others are snuffed out with a passing trend.

Size. Sigathur are lighter than they appear, and their nebulous human-like forms stand on average from 3 to 4 feet tall. Your size is Small.

Speed. Your base walking speed is 30 feet.

Dream Mana. When you finish a long rest, you regain 1 additional Hit Die, and reduce any levels of exhaustion by an additional 1 for each friendly creature that slept within 30 feet of you while you slept. If you draw nourishment in this way, you do not need to eat or drink for the next 24 hours. In addition, you can choose one cantrip known by a friendly creature that slept within 30 feet of you while you slept. You know and can cast the cantrip until the start of your next long rest. Intelligence is your spellcasting ability for this spell.

Notional Being. You have resistance to poison damage and psychic damage.

Languages. You can speak, read, and write Common. When you finish a long rest, you can choose one language known by a creature that has contributed to your Dream Mana feature. You can speak, read, and write in that language until the start of your next long rest.

Subrace. Sigathur display different traits depending on their age, depending on whether their psychic energy is newly inspired or more refined. Choose one these subraces.

INSPIRED SIGATHUR

Freshly spawned from a true eureka moment, young sigathur approach life with a slapdash enthusiasm. Their own efforts might sometimes fall short in execution, but their verve for ambitious pursuits is infectious to those around them.

Ability Score Increase. Your Charisma score increases by 1.

Novel Pursuits. When you finish a long rest, you can choose one tool proficiency. A friendly creature that has contributed to your Dream Mana feature must be proficient in the chosen tool. You gain proficiency in the chosen tool until the start of your next long rest.

When Inspiration Strikes. When you successfully hit with an attack, you can use a bonus action to choose one creature other than yourself within 60 feet of you who can see or hear you. Once within the next minute, the creature can roll 2d4 and add the higher of the two numbers rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the dice, but must decide before the DM says whether the roll succeeds or fails. Once the dice are rolled, this effect is lost. Once you use this trait, you must complete a long rest before you can do so again.

REFINED SIGATHUR

With age comes the wisdom of hard work and revision. Older sigathur know that ambition must make adjustments when it meets reality, and that a good idea must be polished time and again to truly create a worthwhile contribution to the world. Their methods may not be as inspiring to the casual onlooker, but their results speak volumes.

Ability Score Increase. Your Intelligence score increases by 1.

Developed Theorem. Starting at 3rd level, when you choose a cantrip to learn from a creature that contributes to your Dream Mana feature, you can also choose one 1st-level spell the creature knows. You can cast the chosen spell once with this trait before your next long rest. When you reach 5th level, you can choose one 1st-level and one 2nd-level spell in this way, and can cast each spell once with this trait before the start of your next long rest. Intelligence is your spellcasting ability for these spells.

Thoughtful. As a bonus action, you can assess a situation that you have some knowledge of to mull it over from all angles. Before the end of your next turn, you can roll 2d4 and add the higher of the two numbers rolled to one ability check, attack roll, or saving throw you make with which you are proficient. You can wait until after you roll a d20 before deciding to use the dice, but must decide before the DM says whether the roll succeeds or fails. Once the dice are rolled, this effect is lost. Once you use this trait, you must complete a long rest before you can do so again.

SYMBIETLE

"It's disgusting and parasitic, yes, but it is useful. A bit like you, Gurshwurt."

—Havilar Norixius, friend to goblins

The symbietle is an insect-like parasitic lifeform that is highly desired on some worlds. Resembling a large fanged shell around the size of a serving bowl, once attached to a host's back these creatures draw endlessly on blood and vital energy. In exchange, their unfolding iridescent wings grant the gift of flight to anyone willing to put up with the pain.

HUNGRY FOR ANY HOST

A symbietle is not a character race unto itself, but instead partly replaces the racial traits of its host. They have a taste for living energy or magical sustenance, and they aren't fussy who or what they attach to, so long as the host is a healthy food source that will accept the intrusion, at least for a time.

At the DM's discretion, any player character can allow a symbietle to bond with them and gain its traits. Whether this event occurs in a character's backstory, or transpires during a later adventure, refer to the Symbietle Sacrifices table below for the features a PC must give up from their race when they accept the symbietle. As an alternative, or as mandated by the DM, any PC can give up a +2 to an ability score granted by their race to accept the parasite, instead of one of their other racial features. If a PC later removes the symbietle, their replaced traits return after 1d4 long rests. A removed symbietle without a new host perishes after 24 hours.

SYMBIETLE TRAITS

A host bonded to a symbietle gains the following traits:

Parasitic Bond At the end of each long rest, you lose 1 Hit Die to the symbietle. If the symbietle is at 0 hit points at the end of a long rest, you must expend 1 additional Hit Die to revive it. If you are unable to expend the additional Hit Die, the symbietle perishes.

Symbolated Flight. You gain a flying speed of 25 feet, and can hover. To use this speed, you can't be wearing heavy armor. Any armor you are wearing must be modified to allow the symbietle to protrude through it. Your flight depends upon the health of your symbietle: it has an AC of $10 + \text{your Dexterity modifier}$, immunity to all conditions, and hit points equal to $1 + \text{the number rolled on the Hit Die it claims from you at the end of a long rest}$. The symbietle can be targeted separately from you, but it uses your modifiers if it is forced to make a saving throw. If it is reduced to 0 hit points, you lose your flight speed. A symbietle at 0 hit points can only be revived by expending a Hit Die at the end of a short rest. The symbietle gains hit points equal to the number rolled on the expended die, which becomes its new hit point maximum.

HEIGHT AND WEIGHT

You can roll for your character's height and weight on the Random Height and Weight table. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Base Weight	Height Modifier	Weight Modifier
Aulter	4'5"	275 lb.	+2d6	x (2d12) lb.
Fairy	0'8"	1.5 lb.	+1d6	x 0.25 lb.
Half-Dwarf	5'5"	175 lb.	+2d6	x (2d4) lb.
Hivebody (Medium)	4'8"	110 lb.	+2d8	x (1d4) lb.
Hivebody (Small)	2'1"	20 lb.	+2d12	x 1 lb.
Kobblek	4'7"	105 lb.	+2d4	x (2d4) lb.
Pangong	6'2"	225 lb.	+2d12	x (2d6) lb.
Sigathur	2'8"	25 lb.	+2d10	x 1 lb.



SYMBIETLE SACRIFICES

Race	Trait Sacrificed
Dragonborn	Damage Resistance
Dwarf	Dwarven Resilience
Elf	Fey Ancestry
Gnome	Gnome Cunning
Half-Elf	Fey Ancestry
Halfling	One trait from your subrace other than Ability Score Improvement
Half-Orc	Relentless Endurance
Human	Any two +1s to an ability score
Human (Variant)	Feat
Tiefling	Hellish Resistance
Genasi	One trait from your subrace that grants the ability to cast a spell
Goliath	Mountain Born or Stone's Endurance
Aasimar	Celestial Resistance
Bugbear	Powerful Build
Firbolg	Firbolg Magic or Hidden Step
Goblin	Darkvision
Hobgoblin	Darkvision
Kenku	Kenku Training
Kobold	Darkvision
Lizardfolk	Natural Armor
Orc	Powerful Build
Tabaxi	Feline Agility
Triton	Guardians of the Depths
Yuan-ti Pureblood	Magic Resistance
Gith	Githyanki Psionics or Githzerai Psionics
Aulter	Untarnishable
Half-Dwarf	Dwarven Resilience
Hivebody	Land of Milk and Honey, and Long Live the Queen
Kobblek	Emergency Autotomy
Sigathur	Notional Being





ARTIFICER

Artificers are students of magic just as dedicated as any wizard: but what sets them apart is their equal devotion to practical experimentation. The ivory tower of page and theory is not for them: a newly noted arcane mechanism has no value without reliable application. Included below is a vocation of artificer who, all too typically, observed one of the most ephemeral, powerful forces of the universe, and decided to make the next model handheld.

ARTIFICER SPECIALIST

At 3rd level, an artificer gains the Artificer Specialist feature. The following Artificer Specialist is available to you, in addition to the options offered in *Tasha's Cauldron of Everything*.

WATCHMAKER

It seems to be the dream of every artificer I've met to have more hours in the day to spend in the workshop.

HIPPOCAMPER

Good ideas take time to make. Great ideas make time to take. Building on many years of magical and mechanical research, certain artificers have been able to trap time itself inside their machines, winding its temporal energies tightly between cogs and keys. In a delicate situation, a watchmaker's control over brief seconds with their clockwork contraptions might make the difference between success and failure. With the movement of a hand, they can arrest, reverse, or reshape the relentless march of time by a crucial tick. With enough preparation, they can even stretch out the hours to gain an edge over their rivals in the research and development of new skills or technologies.

The science of contained chronomancy is in its infancy, and it is arguable that even those dedicated to its study don't fully understand the forces at work when they wind their arcane devices. With the fundamental laws of the universe at stake, some have accused watchmakers of playing god. They scoff at this suggestion: they are, of course, working tirelessly at it.

TOOL PROFICIENCY

3rd-level Watchmaker feature

You gain proficiency with smith's tools or woodcarver's tools. If you already have these proficiencies, you gain proficiency with one other type of artisan's tools of your choice.

WATCHMAKER SPELLS

3rd-level Watchmaker feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Watchmaker Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

WATCHMAKER SPELLS

Artificer Level **Spell**

3rd	<i>alarm, inflict wounds</i>
5th	<i>blur, gentle repose</i>
9th	<i>haste, slow</i>
13th	<i>dimension door, fabricate</i>
17th	<i>mislead, swift quiver</i>

WONDROUS TIMEPIECE

3rd-level Watchmaker feature

You create a wondrous timepiece, an intricate clockwork device with which you can track and control time. The timepiece is a Tiny object with an AC of 11 and hit points equal to your artificer level. You determine its exact appearance, such as if it has a face and hands or a more esoteric design. While holding it, you can use the timepiece as a spellcasting focus for your artificer spells. You can consult the timepiece as an action to learn the time of day, or how many hours have passed since you last consulted it.

The timepiece has 12 charges, and it regains any expended charges at the end of a long rest. You can also wind the timepiece by touching it and expending a spell slot of any level as an action. When you do so, it regains a number of charges equal to the level of the spell slot expended.

If the *mending* spell is cast on it, it regains 2d6 hit points. If it was destroyed within the last hour, you can use your smith's tools or woodcarver's tools as an action to reassemble it, provided you are within 5 feet of its remains and you expend a spell slot of 1st level or higher. The timepiece returns to your hand after 1 minute with a number of charges equal to the level of the spell slot you expended. At the end of a long rest, you can create a new timepiece if you have your smith's tools or woodcarver's tools with you. If you already have a wondrous timepiece from this feature, the first one immediately vanishes from the timestream.

You can use the timepiece in one of the following ways:

Precise Timing. Slowing time by a minute fraction, you can expand the window of opportunity for an accurate motion. When you make an attack roll or an ability check that uses your proficiency with a tool, you can expend 1 charge and roll 1d12. You can choose to use the result of either the d20 or the d12 for the attack roll or ability check.

Six Second Chance. By reversing the last tick of time, you can cause events that just took place to be reevaluated. As a bonus action, you can expend 1 charge and choose one creature or object that you can see within 60 feet of you. The target must reroll one die of damage that it either dealt or received since the end of your last turn. You can choose to add or subtract your Intelligence modifier to or from the roll. The target must accept the new result.

While Away the Hours. At the start of a long rest, you can set your timepiece and expend up to 4 charges to grant yourself a number of extra hours equal to the charges expended. During the extra hours, all other creatures and

objects except those being worn or carried by you are frozen in time, becoming immune to all damage. The extra hours can be used as you wish for light activity, including sleeping, or attuning to magic items, for example. Time immediately unfreezes if you touch another creature, cast a spell, or move more than 60 feet away from where you set the timepiece.

Alternatively, during a period of downtime while you are engaged with an activity you can undertake alone, such as crafting an item, research, or scribing a spell scroll, you can expend 12 charges and set the clock to stretch out your day. While you are committed to the chosen downtime activity, a full day's work counts as one and a half work days for you.

TICK, TOCK

5th-level Watchmaker feature

Once per turn when you miss with an attack you make as part of the Attack action or as part of casting a spell of 2nd-level or lower, the energy of an alternative outcome is temporarily stored in your timepiece. The next time you successfully hit with an attack roll you make before the end of your next turn, you can roll additional damage dice equal to any you would have rolled for the previously missed attack, and add the result to the damage dealt.

SPELLWINDING DIAL

9th-level Watchmaker feature

You refine the mechanisms turned by the trapped hours inside your timepiece, enabling you greater control over local chronology, and even other magic. You can now use your wondrous timepiece in the following ways:

Delaying Dial. As a bonus action, you can expend 1 charge and choose one creature, object, or magical effect within 30 feet of you that you can perceive. Any spell on the target that has a duration of 1 minute or longer has its duration doubled, to a maximum duration of 12 hours.

Hastening Hands. As a bonus action, you can expend 1 charge and choose one creature, object, or magical effect within 30 feet of you that you can perceive. Any spell of 3rd level or lower on the target that has a duration of 1 minute or longer has its remaining duration halved. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals $10 + \text{the spell's level}$. On a successful check, the spell's duration is halved. You can affect the same target multiple times using this bonus action.

Seize the Moment. You can stop the clock for a single target within 30 feet of you, freezing it temporarily in time. As an action, you can expend 1 charge and choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, this feature has no effect.

If the target is a creature, everything it is wearing and carrying is frozen with it.

A target you freeze in time vanishes from reality for a number of turns up to your Intelligence modifier (a minimum of 1). For each turn the target is frozen after the first, your timepiece expends 1 further charge. The target returns to the ordinary flow of time when the maximum number of turns are exceeded, when your timepiece runs out of charges, or when you die. You can end the effect yourself at any time (no action needed).

A Dwarf Watchmaker

makes some time
for tinkering



TIMEKEEPER

15th-level Watchmaker feature

Working with the time contained inside your creation has granted you apparent decades of specialized study into temporality. You gain the following benefits:

- Once per turn, you can use your Precise Timing feature without expending a charge from your wondrous timepiece. When you do so, you can choose to expend additional charges to roll a number of extra d12s equal to the number of charges expended, from which you can choose your result.
- When you target a creature or object with an action or bonus action granted by your wondrous timepiece, roll 1d12. The target either regains hit points or takes force damage (your choice) equal to the number rolled.



BARBARIAN

To unleash emotion, time and time again, across battlefields strewn either with bloodied bodies or stubborn minds, is an exhausting existence. Any cook knows how gratefully a barbarian, freshly cooled from the fires of their outburst, will accept an offered meal. And they deserve the sustenance. To hear them spoken of, most would think of barbarians as unconscionable brutes, but more often than not, these warriors do not rage for their own pain: they rage for everyone who cannot. It takes a true hero to place the path to victory for the many above the price of their own wellbeing. Included here is a direction for the anger of a barbarian whose fury burns for a worthy cause.

PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature. The following Primal Path is available to you, in addition to the options offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

PATH OF THE RADICAL

Don't confuse quiet with peace. I raise a glass to any who raise their voices, or their arms, against stifling tyranny.

HIPPOCAMPER

In every civilization of every era, there is injustice. Whether you are angered by the iron law of a singular tyrant, or frustrated by the ineffable workings of a system that has ground you down, you are someone who has chosen to rise up and fight for change. It might be said that you go too far; that your methods undercut the dialogue needed to bring balance. But yours is an anger too deep to be bridled. You will lead the revolution through fire and blood. Your words inspire the people to fight as one. Your unchained arm hoists the banner without tiring. The call rings loud and clear from your lungs: Resist! Rebel! Rage. You walk the path of the radical.



VIOLENT PROTEST

3rd-level Path of the Radical feature

You are ever-ready to strike back at the aggressive hand of oppression. When a hostile creature you can see moves towards another creature within 60 feet of you, or targets it with an attack or spell, you can use your reaction to enter your rage and move up to half of your speed.

FIREBRAND

3rd-level Path of the Radical feature

Your passion blazes hot enough to burn anyone who stands in your way. When you are attacking recklessly and you hit a creature with a melee weapon attack, the weapon deals additional damage equal to your Charisma modifier.

IMPASSIONED SPEECH

6th-level Path of the Radical feature

The righteous fury in your raised voice makes your message all the more convincing to potential converts. As an action, you can expend one use of your Rage to add 3 x your rage damage bonus to any Charisma (Intimidation) or Charisma (Persuasion) check you make for 10 minutes.

REVOLUTIONARY

10th-level Path of the Radical feature

You can now use your Violent Protest feature to enter your rage when initiative is rolled. When you do so, choose any number of friendly creatures within 60 feet of you that can see or hear you. The chosen creatures gain a bonus to their initiative roll equal to your rage damage bonus.

INCITE OUTRAGE

14th-level Path of the Radical feature

With the conviction of your ire, you can work up a crowd into an incensed, determined mob. When you enter your rage, you can choose a number of other willing creatures you can see within 30 feet of you equal to your Charisma modifier (minimum of one creature). For 1 minute, or until your rage ends, each creature that accepts this feature gains the full benefits of your rage, as long as they are not wearing heavy armor or concentrating on a spell.

Once this effect ends on a creature, it must succeed on a DC 15 Constitution saving throw. On a failed save, it gains one level of exhaustion.

Once you use this feature, you must complete a long rest before you can use it again.

SIMMERING TENSION

Political turmoil can create rich, impactful story elements for a campaign. If you intend to choose the Path of the Radical for your barbarian character, discuss with your DM how the ongoing struggle that drives them might tie into the larger narrative – and maybe even change the world. A peasant uprising or a cultural upheaval is a built-in story hook with consequences just as potent as any tale revolving around a god, oath, or patron.



BARD

Professional spellweavers of the old school, bards enrapture and enchant by the spinning of yarns and the recital of song. Hitting the right mood for the

moment is key: an adventurer caught on a flat note, or foot, is likely to break more than their stride. Included here are two colleges that represent extremes of artistic philosophy concerned with preparation: one that emphasizes the art of instantaneous creativity, and one that prefers to lay out the flow of a story from the very start to the very end.

BARD COLLEGES

At 3rd level, a bard gains the Bard College feature. The following options are available to you, in addition to the options offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

COLLEGE OF IMPROV

If you can convince one of these fellows to rise from the table – and it won't take much – you're in for dinner and a show like you've never quite witnessed before. There is no guarantee, mind, that it will be any good.

HIPPOCAMPER



Wood Elf
Improvisator

The College of Improv trains bards to overcome hurdles and roll with twists, turning the audience and the tide of battle to their benefit with swift, assured action. Improvisational players value their personal craft as all bards do, but they are more willing than most to step aside or pivot in favor of a colleague's own spin on a situation. Play on your feet: this is their motto to live by.

Magical influence is a key prop such entertainers can use to keep the scene moving and the audience on their toes. Whether subtly changing the tempo of a situation or throwing their own voice behind the call of another, these bards add in ways large and small to every stage they step onto (and, of course, all the world is one). Their talents are adapted easily into an adventuring life, where victory can hinge on a swift reaction to an unexpected upset.

COLLABORATIVE STORYTELLING

3rd-level College of Improv feature

While a creature holding one of your Bardic Inspiration dice can see and hear you or another creature you have inspired, it has advantage on Charisma (Deception), Charisma (Performance), and Charisma (Persuasion) checks.

NO, BUT...

3rd-level College of Improv feature

Your off-the-cuff performances can flip a potentially unsavoury situation in an instant. When an eligible creature within 60 feet of you who can hear you makes an ability check, attack roll, or saving throw, you can use your reaction to grant it a Bardic Inspiration die, which the creature can immediately add to its roll. You can decide to use this reaction before or after the DM says whether the roll succeeds or fails.

YES, AND...

6th-level College of Improv feature

You know how to bounce off of others and encourage their displays with complementary acts of your own. When a friendly creature that you can see or hear within 60 feet of you takes an action, you can use your reaction to make a single weapon attack or cast a spell. The spell's level must be no higher than your bard level divided by 3, up to a maximum of a 5th-level spell, and must have a casting time of 1 action.

You can use this feature a number of times equal to your Charisma modifier (a minimum of 0 times). You regain all expended uses when you complete a long rest.

ONCE MORE WITH FEELING

14th-level College of Improv feature

By shouting a magically charged command as an action, you can influence the world around you to end a scene and start something fresh. Creatures you choose within 90 feet that can see or hear you must make a new Dexterity check to determine their place in the initiative order. Friendly creatures with an original initiative of lower than your bard level can add your Charisma modifier (a minimum bonus of 1) to the new roll. The initiative order begins again, starting from the new highest initiative, immediately following your turn.

Once you have used this feature, you must complete a long rest before you can do so again.

COLLEGE OF THE QUILL

What's the old expression: "the Pen Bard is mightier than the Swords Bard"? I've often witnessed them clash, and let me tell you, they inevitably end up geeking out over their favorite epics.

HIPPOCAMPER

Although every bard approaches their art with an inimitable style, not every one of them seeks the spotlight. Some prefer to work behind the scenes, investing long hours over a desk in the profession of a playwright, novelist, or composer. Bards trained at the College of the Quill give their creative gift to the world in ink and parchment – already a less ephemeral medium than song or dance – hoping to create works that will truly last the ages.

A bard who works with their quill might not jump to perform in person. They find the greatest satisfaction in presenting their work to actors, adventurous personalities, and appreciative readers who can carry forward the inspiration they find there by bringing the words to life with their own interpretation. Days and nights spent on research, careful composition, and endless fretting as they pour their creative energies out in ink are all made worth it when they see that energy leap from the page and into the heart. True masters of this storycraft can whisk their readers away to rich new vistas, boggle the mind with a carefully crafted conceit, and will see their art etched into the bedrock of time by the skill of their pen.

TO WRIT

3rd-level College of the Quill feature

You gain proficiency with calligrapher's supplies and one skill of your choice from the following list: Arcana, History, Insight, Nature, Perception, or Religion.

If you're holding an inkwell, a quill, charcoal, or another formal writing implement, you can use it as a spellcasting focus for your bard spells.

AUTHORIAL IMPLEMENT

3rd-level College of the Quill feature

By long labour upon the line and your love for the written word, you have imbued a quill with a touch of inspirational magic. The quill is Tiny, and has the following properties:

- The quill doesn't require ink. When you write with it, the quill can write on any surface or even the air. Words written in the air remain there for 1 minute before dissipating into inky vapor.
- While holding the quill, you can choose to dictate your words to be recorded in ink on a surface or unoccupied area of air within 5 feet of you (no action required).
- Alternatively, you can use the quill as an instrument with which you are proficient, conducting with it or sketching musical notes that sing into life as you scribe them.

A mousefolk Bard of the College of the Quill, gripped by inspiration, writes late into the night



RESOUNDING WORK

3rd-level College of the Quill feature

You pour your heart and soul into your craft, in the hope of hearing it come to life upon the lips of others. Over the course of a long rest, you complete a resounding work: a written creative piece that contains a number of truly inspired lines you craft, up to a number equal to your Charisma modifier. You must have calligrapher's tools, or ink and paper or parchment (1 page per inspired line) with you to complete the work, which appears in your hands at the end of the long rest as a Tiny sheaf of pages. For each inspired line you record within the work, the maximum number of uses you have of your Bardic Inspiration feature is reduced by 1. The work lasts indefinitely, unless the material it is recorded upon is destroyed. Your resounding work also vanishes if you begin creating another one.

As an action, you can gift a portion of your work containing an inspired line to a willing creature within 5 feet of you, be it as a page, a slip of parchment, or similar. A creature with a portion of your work can read the inspired line aloud as a bonus action and choose one creature, other than you, within 60 feet of it who can hear it. The chosen creature gains one of your Bardic Inspiration die. The portion of your work is then consumed as the inspirational magic leaves it.

Each time a portion of your work is destroyed or consumed, the maximum number of uses you have of your Bardic Inspiration feature increases by 1, up to your normal maximum.

MAGIC OF METAPHOR

6th-level College of the Quill feature

As a practiced weaver of both narratives and spells, you have begun incorporating the imagery of magic into your work, seeking out novel descriptions wherever you can find them. Whenever you create a resounding work, you can include an additional page detailing a spell you know as part of a vivid description. The spell's level must be no higher than your bard level divided by 3, up to a maximum of a 5th-level spell. You can read the description aloud to cast the spell using its normal casting time, without expending a spell slot or requiring material components. When cast in this way, any damage the spell deals becomes psychic damage. If the spell targets creatures with an Intelligence score of 6 or higher, each target takes psychic damage or regains hit points (your choice) equal to your Charisma modifier, in addition to the normal effects of the spell. The descriptive page vanishes when you cast its spell, or when you begin creating another resounding work.

You are also skilled at researching spell scrolls, which are described in the treasure chapter of the *Dungeon Master's Guide*. The gold and time you must spend to make such a scroll are halved if you use your Authorial Implement. Moreover, you are able to decipher spell scrolls that detail spells not on your spell list, as long as the spell appears on the spell list of a class you select one of your Magical Secrets from when you gain that feature at 10th level.

MAGNUM OPUS

14th-level College of the Quill feature

You have created a work whose power to inspire will endure for generations to come. When you complete a resounding work, you can declare it your magnum opus, which grants the following benefits:

- **Creative Fulfilment.** The maximum number of uses you have of your Bardic Inspiration feature is not reduced by inspired lines recorded in your magnum opus.
- **Endless Interpretation.** Portions of your magnum opus are not consumed when read aloud to inspire a creature. An inspired line regains its expended power when the creature that read it aloud finishes a long rest.
- **Transport Reader.** A creature with a portion of your magnum opus can read it silently to themselves as a bonus action and teleport to a location that you can see within 60 feet of you. The power of the inspired line is then expended.

Your magnum opus vanishes only if you choose to destroy it by touching each portion of it as an action. While your magnum opus exists, you can still create additional resounding works as normal. If you die, inspired lines recorded in your magnum opus immediately regain any expended power.



CLERIC

As actors on the material plane in the stead of their gods, clerics are often found in the thick of monumental events. Great battles of magic and arms that tip the cosmic scales make for compelling chapters in a holy history. But a cleric's affairs are not only divine in nature. The keeping of the faith lies in the believers. Included here are two kinds of cleric whose disciplines bring them close to the people, as guides and defenders of common justice.

DIVINE DOMAINS

At 1st level, a cleric gains the Divine Domain feature. The following options are available to you, in addition to the options offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

PARITY DOMAIN

Equality for all: a wise and noble mission, with ten thousand lifetimes of work yet needed to be realized on any world.

HIPPOCAMPER

There are many who perceive divinity as the path to balance in the realm of the living: a guiding force of justice and good for all. Perhaps equality is not a truth written into creation: but it can be a reality to earn through gift and graft. Both mortals and gods – examples of which are given in the Parity Deities table below – swear themselves to this mission.

Clerics of parity often look to the balances of nature: life and death, light and shadow, for philosophical guidance, but their work is primarily concerned with mortal means. They wish to equalise the health and wealth of all, and raise the bar for the shared experiences of every people. They baulk at excess, and give of themselves frequently with all they have available. Charity should never be confused with weakness, however: they will happily, and capably, take from the rich to give to the needy.

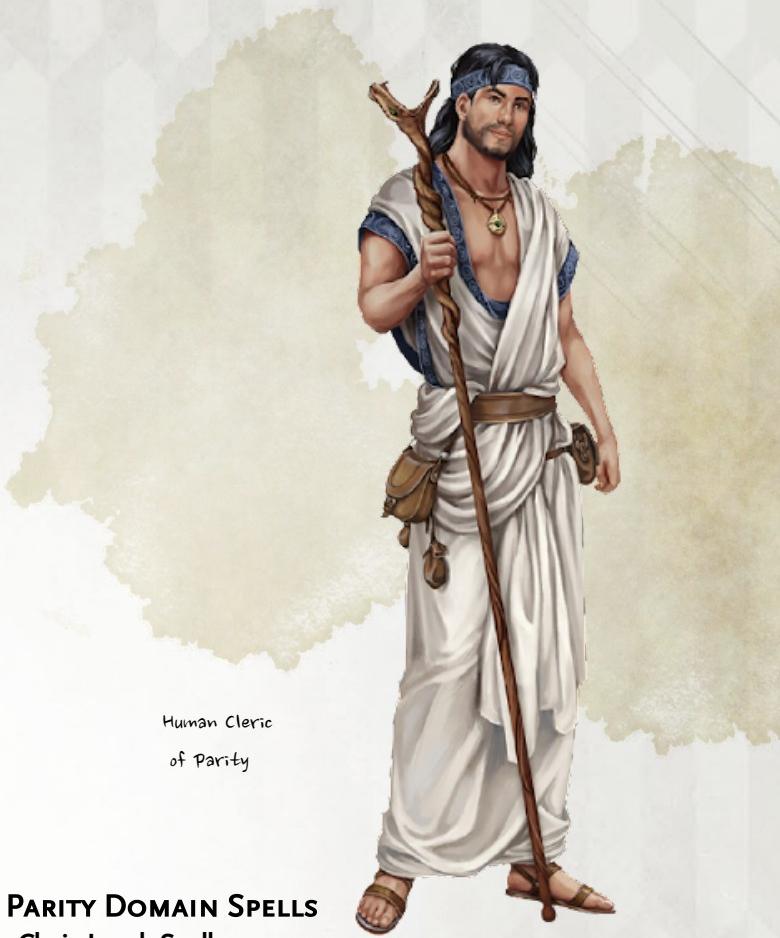
PARITY DEITIES

Example Deity	Pantheon
Arawn	Celtic
Boldrei	Eberron
Dol Arrah	Eberron
Forseti	Norse
St. Cuthbert	Greyhawk

DOMAIN SPELLS

1st-level Parity Domain feature

You gain domain spells at the cleric levels listed in the Parity Domain Spells table. See the Divine Domain class feature in the *Player's Handbook* for how domain spells work.



Human Cleric
of Parity

PARITY DOMAIN SPELLS

Cleric Level Spells

1st	<i>bane, bless</i>
3rd	<i>discord/harmony</i> (a spell in chapter 3), <i>warding bond</i>
5th	<i>counterspell, dispel magic</i>
7th	<i>aura of life, guardian of faith</i>
9th	<i>awaken, dispel evil and good</i>

WEIGH WORTH

1st-level Parity Domain feature

You are granted insight into the measure against which a soul might be weighed. As an action, you target one creature you can see. You learn the creature's current alignment, as well as the total of material wealth it currently carries.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

LEVEL PLAYING FIELD

1st-level Parity Domain feature

You can smooth the footing of fate between disparate beings. As an action, you choose two creatures within 60 feet of you (which can include yourself). You create a magical bond between them for 10 minutes or until you use this feature again. While a bonded creature is within 60 feet of its counterpart, it can choose to forgo rolling a d20 for any attack roll, ability check, or saving throw it makes, and instead use the last d20 result rolled by its counterpart since it was bonded. If either creature rolls a 1 on a d20, its counterpart must use the result on its next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: SPREAD THE WEALTH

2nd-level Parity Domain feature

You can use your Channel Divinity to divide gold among the deserving.

When a creature you can see within 120 feet of you is reduced to 0 hit points, you can use your Channel Divinity as a reaction to redistribute any monetary wealth it is carrying to the surrounding area with immediate force. All creatures other than yourself within 30 feet of the target must make a Dexterity saving throw. On a failure, a creature takes force damage equal to $1d2 \times$ the value of gold, silver, or copper pieces carried by the target (up to a maximum value of the chosen coinage equal to 5 times your cleric level). On a success, a creature takes no damage, and immediately gains a number of coins equal to one quarter of the damage rolled.

CHANNEL DIVINITY: EQUAL IN LIFE

6th-level Parity Domain feature

You can use your Channel Divinity to take from those with excess and give to those in need.

As an action, you raise your holy symbol, and a wave of cosmic balance ripples out 5 feet from you in all directions. The creature with the highest number of remaining hit points in the area becomes the target of balance. If the target is unwilling, it can make a Constitution saving throw. On a success, your Channel Divinity has no effect.

Starting with the creature with the lowest hit points, each other creature within the area rolls $1d10$, regaining hit points equal to the number rolled. The target of balance takes force damage equal to the roll, which cannot be reduced in any way. If the target's hit points become equal to or lower than the hit points of any other creature within the area after taking a die of this damage, the effect immediately ends, and no further dice are rolled.

POTENT SPELLCASTING

8th-level Parity Domain feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

IMPARTIAL INTERVENTION

17th-level Parity Domain feature

As a trusted champion of charity, you are granted oversight of your god's mission for universal fairness. Once on each of your turns, you can choose one creature that you can see within 60 feet of you. Until the start of your next turn, whenever the creature makes an attack roll or saving throw, it can treat a d20 roll of 9 or lower as a 10.

Once you target a creature with this effect, you cannot target the same creature again for 1 minute.

TRAVEL DOMAIN

The footprints they leave on their unending pilgrimage are a road for the forlorn to follow. If ever you fear you have nowhere left to go... let them lead you forward.

HIPPOCAMPER

The desire to explore: to put boot to dirt or deck and track the miles beneath one's years, is found among every people. To travel is a chance to experience new vistas of creation and expand your horizons in more ways than one. Of course, not every cause of travel lies in leisure. Folk on every world rely on the travel of trade for their livelihoods. And bitterly repeated across the multiverse is the story of those forced to leave their homes and migrate, often over vast distances, towards a hope of safety elsewhere. Prayers for good fortune and a fair harbor fly fast and thick to the gods of travelers.

Whether it is about the journey or the destination, clerics of these deities – examples of which appear in the Travel Deities table – are dedicated to assisting pilgrims and pioneers everywhere. They provide protection on troubled roads, a guiding star towards the right wind, and distances diminished by the ease of good company. Open-minded, adventurous, and always willing to pitch in, they are worldly souls of well-worn soles who will never tire of the trail.

Half-Elf Cleric

of Travel



TRAVEL DEITIES

Example Deity	Pantheon
Fharlanghn	Greyhawk
Kol Korran	Eberron
Lathander	Forgotten Realms
Lugh	Celtic
Mercury	Roman
Njord	Norse
Umberlee	Forgotten Realms
Waukeen	Forgotten Realms

DOMAIN SPELLS

1st-level Travel Domain feature

You gain domain spells at the cleric levels listed in the Travel Domain Spells table. See the Divine Domain class feature in the *Player's Handbook* for how domain spells work.

TRAVEL DOMAIN SPELLS

Cleric Level Spells

1st	<i>comprehend languages, longstrider</i>
3rd	<i>enhance ability, pass without trace</i>
5th	<i>phantom steed, water walk</i>
7th	<i>control water, freedom of movement</i>
9th	<i>commune with nature, passwall</i>

BONUS PROFICIENCIES

1st-level Travel Domain feature

You gain proficiency with heavy armor. You also gain proficiency with two of the following options of your choice: cartographer's tools, land vehicles, navigator's tools, or water vehicles.

TRAVEL LIGHT

1st-level Travel Domain feature

Being constantly on the move has trained you to minimize what you need to carry. Your deity's favor further eases your burden. Objects worn or carried by you weigh half of their normal weight in pounds, rounded up. Your speed is not reduced by wearing heavy armor, and weapons wielded by you lose the heavy property if they have it. Moreover, you may move at a fast pace while traveling with no penalty to your passive Wisdom (Perception) score.

As an action, you can magically share the benefits of this feature with willing creatures you can see within 30 feet of you, up to a number of creatures equal to your Wisdom modifier (minimum of one creature). The shared benefits last for 8 hours. Once you share the benefits, you can't do so again until you finish a long rest, unless you expend a spell slot of 1st-level or higher to share them again.

RAMBLER'S BOON

1st-level Travel Domain feature

You have been granted a minor gift which helps you prepare for your travels. You learn the *druidcraft* cantrip. When you use the cantrip to predict the weather, you can choose to predict the weather in any specific fixed location that you can name on the same plane of existence as you.

CHANNEL DIVINITY: COMPASS ROSE

2nd-level Travel Domain feature

You can use your Channel Divinity to guide your companions on a faultless course.

As an action, you present your holy symbol, and a spiritual compass rose blooms at a point you can see within 300 feet. The compass rose is 5-feet in diameter, intangible, and doesn't occupy its space. You determine its appearance when it appears. If you like, one or more of the arrows on the rose can be shaped to point prominently in a certain direction. You can mark each arrow with a one-word legend. The compass rose lasts for 1 hour, or until you use this feature again. While it exists, you always know which way is north.

When the compass rose appears, choose a number of creatures up to your Wisdom modifier (minimum of one creature) that you are aware of within 300 feet of it to guide. A guided creature within 1 mile of the rose can always see it and anything within 5 feet of it, even if the area is heavily obscured, the rose is behind total cover, or the creature is blinded. As long as a guided creature is on the same plane of existence as the compass rose, it knows how far it is and in what direction it lies.

As a bonus action, you can cause the compass rose to hover up to 60 feet to an unoccupied space. It can pass through creatures and objects. As part of the same bonus action, you can redraw the arrows on the rose.

LODESTAR

6th-level Travel Domain feature

Those who travel by your side rely on you as a fixed point to find, even across great distances. As an action, a creature guided by your Compass Rose can teleport to an unoccupied space within 5 feet of it.

Once a creature uses this benefit, it cannot do so again until it completes a long rest.

DIVINE STRIKES

8th-level Travel Domain feature

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 bludgeoning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

IRREPRESSIBLE WANDERLUST

17th-level Travel Domain feature

Journeying forevermore is the highest expression of your faith. You are always under the effects of a *freedom of movement* spell.



DRUID

Where druidic circles gather, it isn't only to protect a given ward of nature, but also to offer mutual counsel on the weighty decisions left to those who value all life, not only their direct kin. Other mortals can have difficulty seeing the world in quite the same way. A strong circle adheres to the shape of nature by allowing new blood to educate the old, even as elder wisdom guides the young – and so ever around. Included here are two druidic followings that trace such a cycle day by day, year on year, guarding the progress of all things as set out in the steps of natural time.

DRUID CIRCLES

At 2nd level, a druid gains the *Druid Circle* feature. The following *Druid Circles* are available to you, in addition to the options offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

CIRCLE OF SEASONS

"Season" – it means something very different to a gourmet than it does to a druid. But both, I've found, have the wisdom to know the value of time.

HIPPOCAMPER

Nature is change. Members of this circle gather at the same locations through different parts of the year to bear witness to this fact. They see beauty in the passage of time that both ripens and wears away all things in the world. Every stage of life has its joys. Druids that follow this wisdom see the cycle of seasons as not only inevitable, but aspirational. Without change – rise and fall, ebb and flow – nothing truly grows.

The preservation of the status quo is all too often sought by mortals. Spirits that embody the energy of transformation mark druids of this circle as keepers at time's threshold, to both defend it and to usher others on through. Adventurers from this circle act as the vanguard of change, calling on the boons of different times and climes to ensure that the sun continues to rise each day on a new world.

FIGHT FOR CHANGE

2nd-level Circle of Seasons feature

You have embraced new ways of defending nature, as you teach others to embrace each new turn it takes. You gain proficiency with four weapons of your choice. Each one must be a simple or a martial weapon. When you attack with the chosen weapons, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls.

SPIRIT OF THE SEASON

2nd-level Circle of Seasons feature

You are marked as a steward of change by the presence of an intangible nature spirit. Until you die, the spirit remains in

your space, appearing as a plant, a swirling element, or a Tiny creature. You determine its exact appearance, although its form adapts to reflect the current climate. The favor of the spirit grants you the following benefits:

- After finishing a long rest in an area, you become fully adapted to its climate. This includes conditions such as extreme heat or extreme cold, as described in chapter 5 of the *Dungeon Master's Guide*.
- Once on each of your turns when a creature within 5 feet of you takes damage or regains hit points, the spirit can assist you to accelerate the change. Roll 1d4 and add the number rolled to the damage taken or hit points regained.

CLOAK OF TIME'S TURNING

2nd-level Circle of Seasons feature

As a bonus action, you can expend a use of your Wild Shape feature to have your spirit cloak you in a mantle of changing nature, rather than assuming a beast form. While wearing the cloak, you have a bonus to your AC equal to half of your proficiency bonus, rounded up. An aura of seasonal atmosphere extends 10 feet from the cloak in every direction, but not through total cover. The aura is filled with harmless sensory effects befitting the chosen season, such as spiraling blossom, dappled sunlight, leaves underfoot, or dancing snow. The range of your spirit's assistance expands to anywhere within your atmosphere, and its form changes to match the climate inside. The cloak remains for 1 hour. It disappears early if it is removed from you, you dismiss it (no action required), are incapacitated, or die.

Whenever you don your cloak, choose which of the following seasons it embodies; your choice gives you certain benefits while you wear the cloak. On each of your turns while wearing the cloak, you can use a bonus action to change the season it embodies.

Spring. A friendly creature within your atmosphere adds your proficiency bonus to initiative rolls. Moreover, whenever the creature is the target of a spell or effect that restores hit points, it regains additional hit points equal to your proficiency bonus as well.

Summer. A friendly creature that starts its turn within your atmosphere increases its movement speed and jump distance by a number of feet equal to $5 \times$ your proficiency bonus until the end of its turn. It also gains a climbing and swimming speed equal to its movement speed for the duration.

Autumn. A friendly creature within your atmosphere makes opportunity attacks with advantage. A hostile creature within your atmosphere makes opportunity attacks with disadvantage.

Winter. Whenever a friendly creature within your atmosphere scores a critical hit or reduces a creature to 0 hit points, they take on a supernatural chill and gain one winter's die, which is a d8, that lasts for 1 minute. Whenever the creature hits with a weapon attack, it can expend any number of winter's dice to deal cold damage equal to the number rolled, in addition to the weapon's damage.

PASSING OF THE SEASONS

6th-level Circle of Seasons feature

Your seasonal spirit waxes and wanes with the passage of time, affording you power drawn directly from the energy of change. Whenever you change the season your cloak embodies, the spirit adds an additional 1d4 the next time it assists you, up to a maximum of 4d4. After the spirit assists you, the count of any additional dice is reset to 0.

Now when moving between certain seasons, you can activate one of the following effects as part of the same bonus action you use to change the season your cloak embodies:

Thaw (*Winter to Spring.*) Any creature holding one or more winter's dice expends them immediately and regains a number of hit points equal to the number rolled.

Burgeon (*Spring to Summer.*) You make a single weapon attack against a target within range. The range of attacks made by friendly creatures within your atmosphere, including this one, extends by 5 feet until the end of your next turn

Fall (*Summer to Autumn.*) Creatures of your choice within your atmosphere must succeed on a Strength saving throw against your druid spellcasting DC or be knocked prone by a powerful downdraft of bitter wind.

Bare (*Autumn to Winter.*) You can momentarily expose both your enemies and yourself like leafless trees. Choose a creature within your atmosphere. The first time that either you or the chosen creature takes damage from an attack before the start of your next turn, the target has vulnerability to all of that attack's damage, and then the effect ends.

CONTROLLED CLIMATE

10th-level Circle of Seasons feature

The range of your cloak's atmosphere increases to 15 feet.

In addition, when a creature within your atmosphere takes cold, fire, lightning, or thunder damage, you can use your reaction to have your spirit expunge the unwanted element. All creatures within your atmosphere reduce the damage taken of the triggering type by $1d4 \times$ your Wisdom modifier (a minimum of 1 damage).

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

HERALD OF YEARS

14th-level Circle of Seasons feature

As a trusted guardian of ephemeral nature, time marches with you as it marches on. Both your spirit and yourself gain the following benefits from your many cycles of fearless growth and rebirth:

- The die you roll when your spirit assists you becomes a d12.
- Unless you choose to let them, creatures within your atmosphere cannot be affected by anything which prevents their normal passage forward through time, such as the *slow* spell or similar magic.
- If time is frozen by the *time stop* spell or similar magic, you can continue to act normally even while other creatures cannot.



CIRCLE OF THE SUN

If you're going to worship anything, it might as well be the sun. It grows your food, lights your days, and it looks great as a big symbol on a robe.

HIPPOCAMPER

The sun watches over all life, gifting its energy to the growth of the smallest plankton and the widest wealds; and from there its light is spread from the very bottom to the very top of the animal food chain. Druids of the Circle of the Sun venerate its power and cultivate its gift by nurturing the plants that first receive it. They gather when the dawn's touch first warms the ground and work through the day until sunset, absorbing every last ray of light they can and observing the bounty from the days before. Over time, trusting in the constant growth given by the sun's radiance, these caretakers can restore even a blighted landscape into a verdant kingdom of cultivated light.

CIRCLE SPELLS

2nd-level Circle of the Sun feature

Absorbing the sun's power like the plants you care for grants you access to certain spells. At 2nd level, you learn the *light* cantrip. When you cast it, the light has the natural qualities of sunlight.

You also learn an additional spell of 1st level or higher when you reach certain levels in this class, as shown in the Circle of the Sun Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE SUN SPELLS

Druid Level	Spells
2nd	<i>bless, entangle, light</i>
3rd	<i>moonbeam</i> (appears as sunlight), <i>spike growth</i>
5th	<i>daylight, hypnotic pattern</i>
7th	<i>aura of life, grasping vine</i>
9th	<i>awaken, dawn*</i>

WILD GROWTH

2nd-level Circle of the Sun feature

The gift of solar nourishment is yours to offer. As an action, you can expend one use of your Wild Shape feature to imbue a seed with the enriching energy of the sun, rather than assuming a beast form.

You can throw the seed to an unoccupied space you can see on the ground within 60 feet of you, where it magically sprouts into a plant with a challenge rating as high as 1 that you have seen before. Alternatively, you can cause the seed to sprout into an empowered plant of your own devising. See



this creature's game statistics in the Sunbloom Plant stat block, which uses your proficiency bonus (PB) in several places. Whenever you do so, choose a form: Flower, Tree, or Vine. The plant resembles a large flora specimen of your choice in the chosen form, which determines some of the traits in its stat block.

A plant you sprout using this feature in an area of sunlight adds an extra 1d10 to its hit points and hit point maximum. The plant regains hit points equal to your druid level at the start of its turn if it has at least 1 hit point and is in sunlight or running water.

In combat, the plant shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the plant can take any action of its choice, not just Dodge.

A plant sprouted using this feature withers when it drops to 0 hit points, or becomes inanimate after 1 hour.

Starting at 6th level, you can choose to sprout a plant with a challenge rating as high as your druid level divided by 3, rounded down.

SOLAR SYMPHONY

6th-level Circle of the Sun feature

You and your plants share a glimmer of solar magic that empowers your spells when you work together. Hostile creatures within 15 feet of plants that you have magically created or manipulated, such those created by the *entangle* spell or your Wild Growth feature, have disadvantage on saving throws against your circle spells.

In addition, you can use a bonus action to cause a plant creature you have magically created that is on the ground within 60 feet of you and has not moved since the start of its last turn to vanish into the earth and reappear in an unoccupied space on the ground within 15 feet of you or another plant you have magically created within range.

You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

MEGAFLORA

10th-level Circle of the Sun feature

When you magically create a plant using your Wild Growth feature, it can now gain any number of the following benefits:

- Its size category increases by one.
- The reach of its attacks increases by 5 feet.
- Once on each of its turns, one of the plant's attacks can deal an extra 1d4 damage to a target on a hit.

In addition, the area affected by your druid spells that magically create or manipulate plants is increased by 5 feet.

SUNDRENCHED

14th-level Circle of the Sun feature

You have become saturated in life-giving energy from bathing in the sun's rays. You no longer need to eat, and you and any plants you create gain resistance to slashing, radiant and necrotic damage. In addition, although you emit no light, the area 30 feet around you in all directions counts as an area of sunlight while you have at least one Hit Die remaining.

WILD GROWTH SPROUTS

Listed here are examples of plant creatures you can sprout using your Wild Growth feature, noted with the environment they might be seen in. A monster with an asterisk (*) next to its name appears in *Volo's Guide to Monsters*.

LEVELS 2+

Gas Spore (underdark); Myconid Adult (underdark); Needle Blight (forest); Shrieker (underdark); Thorny* (forest; swamp); Twig Blight (forest); Vegepygmy* (forest; swamp); Vine Blight (forest).

LEVELS 6+

Awakened Tree (forest); Myconid Sovereign (underdark); Vegepygmy Chief* (forest; swamp).

LEVELS 15+

Shambling Mound (forest; swamp); Wood Woad* (forest; mountain)



SUNBLOOM PLANT

Large plant

Armor Class 11 + PB (natural armor) + 2 (Tree only)

Hit Points 10 + five times your druid level

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	16 (+3)	4 (-3)	15 (+2)	10 (-1)

Saving Throws Strength +3, Constitution +3, plus PB

Damage Vulnerabilities fire (Tree only)

Damage Resistances radiant

Condition Immunities blinded, deafened, frightened, poisoned (Flower only), prone

Senses blindsight 60 ft. (blind beyond this radius), Passive Perception 12

Languages understands Druidic

Challenge — **Proficiency Bonus** equals your bonus

Protective Shade (Tree only). Whenever a ranged attack that deals fire, lightning, or radiant damage is made against a target within 10 feet of the plant, the plant becomes the target of the attack instead.

Rooted. The plant has advantage on saving throws and contested ability checks against any effects that would move it involuntarily.

Trailing Tangle (Vine only). When a creature moves within 15 feet of the plant, the plant can use its reaction to make a Lashing Whip attack against it.

Actions

Highfever Pollen (Flower only). *Ranged Spell Attack:* your spell attack modifier to hit, range 20/30 ft., one target. *Hit:* 1d6 + PB poison damage, and the target must succeed on a Constitution saving throw (DC = 11 + PB), or become poisoned until the end of its next turn.

Lashing Whip (Vine only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 15 ft., one target. *Hit:* 2d4 + PB slashing damage. If the target is a creature, it is grappled (escape DC = 11 + PB).

Soporific Scent (Flower only). The plant can cast the *charm person* and *sleep* spells at will. The maximum level at which it can cast the spells equals half of your proficiency bonus, rounded up.

Walloping Limb (Tree only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 1d10 + PB bludgeoning damage.



FIGHTER

To be a fighter takes more than the ability to swing something sharp.

Going toe-to-toe with antagonists of legend requires the kind of martial talent rarely measured – and the drive to repeatedly whet its edge. These traits aren't guaranteed by privilege, nor poverty: warriors that have balanced the world on their shoulders have risen from all parts of it. Included below are three kinds of fighters, hailing from backgrounds both high and humble.

OPTIONAL CLASS FEATURE

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers an additional feature that you can gain as a fighter. Unlike the features in the *Player's Handbook*, you don't gain the feature here automatically. Consulting with your DM, you decide whether to gain the feature in this section if you meet the level requirement noted in the feature's description.

UNYIELDING

9th-level fighter feature, which replaces the Indomitable feature and works with the Bulwark & Still Standing features

You can reroll a saving throw that you fail and add your fighter level to the higher of the two rolls, possibly causing your saving throw to succeed. You can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to you, in addition to the options offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

JEWELIST

A little gaudy, if you ask me, but they've got substance to go with the flash. It's a rare treat to meet someone so spangly with such clarity of purpose.

HIPPOCAMPER

As rare and scintillating as the precious stones they work with, fighters with the tongue-in-cheek title of "jewelist" precisely cut down both gem and enemy. Very often born into wealth, they are polymaths who mastered diplomacy and tactics before turning their eye to unlocking mysteries of the mineral. Their multifaceted mind is their finest tool: with it they have mined the deep magics of light and memory from the gems they adorn themselves with. With the perfect plan envisioned in their mindseye, a jewelist can adapt confidently, turning in whichever direction glitters the light of victory.

APPRAISAL

3rd-level Jewelist feature

You have a practiced eye for seeing the minute flaws in objects and people.

You choose to gain proficiency in either the Insight or the Investigation skill. You are also proficient with jeweler's tools.



MULTIFACETED

3rd-level Jewelist feature

You create a unique jewel, called a mindseye, used for storing information and matter. The mindseye is a Tiny magical item. As long as your mindseye is on your person, you can use an action to store items you are wearing or carrying within the facets of the gem. You can store as many items at once as you like, as long as they are one of the following types of item: weapons, armor, shields, ammunition, clothing, tools, bags, currency, or magic items that are worn (such as rings). A magic item attuned to you remains attuned while stored inside the gem, unless your attunement ends for another reason. The gem can hold up to 250 pounds total, not exceeding a volume of 32 cubic feet. If necessary, you can replace your mindseye over a long rest using jeweler's tools and a gemstone worth at least 50gp. If a previous mindseye still existed somewhere, it shatters when you complete a new one, releasing any items stored inside.

As a bonus action while your mindseye is on your person, you can summon any number of items from within it. Weapons summoned from the gem can be wielded by you or carried. You also choose if any armor or shields summoned from the gem are donned by you, or carried. If necessary, summoned items magically replace any that you are currently wearing or wielding. Any items replaced in this way are either stored within the gem or fall to the ground (your choice).

You can summon items stored from within your mindseye a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

STRATAGEM

3rd-level Jewelist feature

You retain tactical clarity in the crucible of battle by recording strategies within your mindseye ahead of time. Over 1 minute while your mindseye is on your person, you can create a stratagem to store inside it. The stratagem must consist of one action, specifying any equipment required for the action to take place. For example, you could create a stratagem consisting of the Attack action using a longsword.

With your mindseye on your person, you can use your reaction at any time to move up to half your speed and execute your stratagem, causing the action readied within the gem to immediately take place. If you choose to move as part of executing your stratagem, you can decide if the action occurs before, during, or after your movement.

If the conditions for a stratagem to be executed are not possible – for example, you aren't wielding the longsword you specified the Attack action with – then it cannot be executed.

If a stratagem is already stored within your mindseye, it is overwritten when you create a new one.

Once you execute your stratagem, you must complete a long rest before you can do so again.

DIAMOND EDGE

7th-level Jewelist feature

You hone your mobile armory to the same crystalline sharpness as your mind. Any weapons carried by you or stored within your mindseye at the end of a long rest become magical for the purposes of overcoming resistances and immunities while you wield them. This benefit lasts until the start of your next long rest.

ADVANCED STRATAGEM

7th-level Jewelist feature

Your skill in etching information grows ever more precise. When you are creating a stratagem to store inside your mindseye, one additional creature of your choice that remains within 5 feet of you for the duration can store its own stratagem at the same time, following the same conditions that you follow. When you execute your stratagem and the creature is within 30 feet of you, it can choose to use its reaction to move up to half its speed and execute its own stratagem immediately after yours is resolved.

The number of creatures that can join you in creating and executing a stratagem in this way increases to two starting at 10th level, and to four starting at 18th level. If multiple creatures wish to execute their stratagems following your own, you choose the order in which their reactions are taken.

PRISMATIC DEFENSE

10th-level Jewelist feature

At 10th level, your mindseye gains additional protective properties. When you summon items using your Multifaceted feature, you are briefly surrounded by a gem-like shield of hard light that refracts magic. Until the start of your next turn, you have advantage on saving throws against spells, and any creature making a spell attack against you has disadvantage on the attack roll. If you succeed on a saving throw against a spell or a spell attack misses you, an additional effect might occur, as determined by rolling a d3:

1: Some of the spell's energy is converted into a dazzling gleam of destructive force. Each creature within 30 feet of you must make a DC 15 Constitution saving throw, taking 1d6 radiant damage per level of the spell on a failed save, or half as much damage on a successful one.

2: The spell's energy refracts through your defense and flashes brightly from one of its facets. Each creature in a 15-foot cone originating from you must make a DC 15 Constitution saving throw. On a failed save, a creature is blinded for 1 minute. At the end of each of its turns, the creature can make a Constitution saving throw. On a success, the effect ends.

3: If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only you, it has no effect and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.



FATAL FLAW

15th-level Jewelist feature

By locating and exploiting its weakest point, you can shatter an enemy's defense. As part of the Attack action, you can make an Intelligence (Investigation) or a Wisdom (Insight) check against the AC of a creature you can see. If you succeed, you can target the creature's flaw, adding your proficiency bonus twice, instead of once, to attack rolls you make against it until the end of your turn. The target has vulnerability to the damage of the first attack you make that successfully hits it before the effect ends.

Once you use this feature, you must complete a short or long rest before you can do so again.

PERFECT STRATAGEM

18th-level Jewelist feature

As part of the same reaction you use to execute a stratagem, you can expend one use of your Multifaceted feature to summon any equipment you have stored within your mindseye. If one of your allies executes its own stratagem when you have opened your mindseye in this way, it can also summon any equipment it chooses stored within your mindseye, instantly equipping it or replacing its own equipment as detailed in your Multifaceted feature.



Gnome Underdog

UNDERDOG

As I was warned by a memorable drinking companion of mine: if somebody tells you "You've got chutzpah, kid," – they are winding up to punch you yet again in the face.

HIPPOCAMPER

In a world of undead hordes and magical demigods, a mere mortal with just their wit and weaponry might feel a little... outclassed. Nonetheless, there are plenty of seemingly mundane individuals who succeed time and time again in overcoming the odds through a combination of skill, luck, and sheer grit. A fighter who embodies this archetype might be anything from a plate-wearing knight who faces down dragons, to an urchin alley brawler run afoul of the local gangs.

Through trial, error, loss and hardship, you have honed your ability to take on entire mobs, or towering monsters. You know how to take a hit, how to survive, and how to pick yourself back up off the ground. And you never, ever, walk away from a challenge – bloody knuckles be damned.

SCRAPPY

3rd-level Underdog feature

You gain proficiency with improvised weapons and the Survival skill. If you are already proficient in the Survival skill, you instead gain proficiency in one skill of your choice from the list of skills available to fighters at 1st level.

HACKLES UP

3rd-level Underdog feature

You fight with extra grit against difficult odds, whether you are outnumbered or out of your weight class. For each 5-foot space adjacent to you occupied by a hostile creature that isn't incapacitated, you gain a +1 bonus to your AC and attack and damage rolls. The maximum bonus you can achieve in this way is +3.

At 7th level, and again at 15th level, the maximum bonus you can achieve in this way increases by 1.

FRANTIC INSTINCT

7th-level Underdog feature

When you are blinded, deafened, frightened, grappled, restrained, or knocked prone, you can use your reaction to make one weapon attack against the source of the condition if it is within range. When you have at least a +2 bonus through your Hackles Up feature, you make the attack with advantage.

ADRENALINE RUSH

10th-level Underdog feature

Your will to survive can lend you desperate power when backed into a corner. When you recover hit points using your Second Wind feature, you can also regain one use of your Action Surge.

Once you use this feature, you must complete a long rest before you can do so again.

STILL STANDING

15th-level Underdog feature

Though you might sway and stumble, you won't drop your guard until you drop entirely. If you are below half of your maximum hit points, you gain a +1 bonus through your Hackles Up feature.

In addition, you gain temporary hit points equal to your fighter level whenever you succeed on a new saving throw made using your Indomitable feature.

TOOTH AND NAIL

18th-level Underdog feature

Your ferocity in a tight spot is truly terrifying. You can use your Action Surge up to twice in one turn when you have at least a +2 bonus through your Hackles Up feature.

At the end of your turn after using this feature, you gain 2 levels of exhaustion.

WARLORD

They feast like kings – which some of them are – and they fill a room like the promise of a thunderstorm. Often stern, unapologetic, arrogant, terrible in their actions... and utterly magnetic.

HIPPOCAMPER

Tyrants, warmongers, heroes, geniuses: a warlord might be any or all of these things. No matter why they do it, what they do is lead, and fight, and do both well. Warlords extend the palpable influence of their mighty personalities across a battlefield, stamping it with the bloody hallmark of their strategies. They are often well-read in the arts of war, but what a warlord needs more than their letters is simply the verve and viscousness to encourage others to step up and do or die. Whether they be a country noble clad in gleaming plate beside their standard bearer, a guerilla commander in rolled-up shirtsleeves at the underground war room table, or a mountain chief swathed in shaggy furs atop the rocks, a warlord cuts a striking figure even among other fighters.

A warlord is most assured of victory when they can dictate the rules of engagement. They will carefully select the territory upon which battle will take place, declaring the most

advantageous spot to defend, or the most necessary to capture. And while their ego is an essential part of their ability to lead troops, it is not to get in the way of strategy. Their decisions must encompass the entire field of combatants, rather than just themselves. A warlord directs others to strike more often than they move on their own into attack: although when the moment comes, they are ready to lead from the front with ruthless prejudice.

CONQUEROR'S INSTRUCTION

3rd-level Warlord feature

You have added signals and skills to aid in the heat of battle or the acceptance of surrender to your vast arsenal. You learn Sign and one other language of your choice. You also gain proficiency in your choice of the Intimidation or the Persuasion skill.

TERRITORIAL

3rd-level Warlord feature

Wherever you lay your claim, you brook no resistance. As a bonus action, you can declare a territory in a 10-foot radius sphere centred on you or one of your allies that you can see within 90 feet of you. Whenever you or one of your allies deals damage to a target in the declared territory on your turn, the target takes an additional 1d4 damage.

Declared territory lasts for 24 hours, or until you use this feature again.

A human Warlord directs his troops



BATTLEFIELD COMMAND

3rd-level Warlord feature

Your leadership is essential to victory. You know when to strike into the heart of the enemy yourself, and when to hold back and direct others to weaken their flanks. You gain the following features:

Allied Assault. Whenever you are able to make a weapon attack against a creature (for example, as part of the Attack action), you can replace the attack with a direction to a friendly creature that can see or hear you within 90 feet of you. The directed creature can immediately make a weapon attack against a target of its choice within range.

Command Points. Your strength of leadership is represented by a number of command points, equal to 1 + your Charisma modifier. You can expend these points to fuel various commands as described below. When you expend a command point to target a creature, that creature must be able to either see or hear you. You regain all of your expended command points when you finish a short or long rest.

Form Up. As an action, you can expend a command point to choose a number of friendly creatures within 30 feet of you up to your Charisma modifier (a minimum of 1 creature) and organize them into proper fighting shape. As a result of your corrective instruction, the chosen creatures gain the benefits of any Fighting Styles you know from those available to fighters at 1st level for 1 minute.

Hold the Centre. As a bonus action, you can expend a command point and choose a number of friendly creatures within your declared territory, including possibly yourself, up to your Charisma modifier (a minimum of 1 creature). A chosen creature gains advantage on saving throws and contested ability checks made against any effects that would move it involuntarily until the end of its next turn. When the effect ends, a chosen creature regains hit points equal to your Charisma modifier (a minimum of 1 hit point) so long as it has not moved since the start of its turn.

Pull Back. As a bonus action, you can expend a command point and choose a number of friendly creatures within your declared territory, including possibly yourself, up to your Charisma modifier (a minimum of 1 creature). Until the end of its next turn, a chosen creature gains a bonus to its movement speed in feet equal to 5 x your Charisma modifier (a minimum of 5 feet) and adds your Charisma modifier to its AC so long as it is moving away from hostile creatures.

To Arms! As a reaction when initiative is rolled but before the results of any rolls are declared, you can expend a command point to grant any number of friendly creatures within your declared territory a bonus to their initiative rolls equal to your Charisma modifier (a minimum of 1). An affected creature can also immediately draw any number of weapons that it can hold, equip a shield, and load weapons with ammunition if necessary.

Vanguard As a bonus action, you can expend a command point and choose a friendly creature within 90 feet of you, assigning it as the vanguard of your forces. For 1 minute, the target gains a bonus to its movement speed in feet equal to 5 x your Charisma modifier (a minimum of 5 feet). Your vanguard also adds your Charisma modifier to its weapon attack rolls so long as it moves towards a hostile creature before attacking.

PEACEMAKER

7th-level Warlord feature

You have learned to leverage your past victories when brokering against future conflicts. Whenever you make an Intelligence or Charisma check against a creature that is of a type you have previously killed, you gain a bonus to the check equal to your Charisma modifier. If the creature's type is humanoid, you gain this bonus only if you have previously killed a member of the specific race listed in its statblock (for example, goblinoid).

RALLYING POINT

10th-level Warlord feature

A friendly creature that moves into your declared territory for the first time on a turn or starts its turn there gains temporary hit points equal to your Charisma modifier.

In addition, whenever you use your Second Wind feature, all friendly creatures within your declared territory (including possibly yourself) regain hit points equal to the number rolled on your 1d10 + your Charisma modifier.

MORE REALMS TO CONQUER

15th-level Warlord feature

The size of your territory now increases to a 30-foot radius, and the additional damage taken by targets within the territory increases to 1d6. In addition, you gain the following commands:

Double Time. As an action, you can expend a command point to double the distances covered by up to a dozen creatures of your choice, in addition to yourself, while traveling. When traveling under these benefits, the creatures can travel at a fast pace without suffering a penalty to their passive Wisdom (Perception) scores, but begin making Constitution saving throws against the exhaustion of a forced march after 4 hours, instead of 8.

Overrun. As a reaction taken when a friendly creature you can see scores a critical hit or reduces a creature to 0 hit points, you can expend a command point and choose a number of friendly creatures within your declared territory, including possibly yourself, up to your Charisma modifier (a minimum of 1 creature). A chosen creature can immediately move up to its speed, and until the end of its next turn, each weapon attack it makes deals additional damage equal to your Charisma modifier (a minimum of 1).

Redeploy. As a reaction taken when a friendly creature within your declared territory regains hit points, you can expend a command point to direct it to move up to its speed in any direction.

INEVITABLE ENDGAME

18th-level Warlord feature

When your plans begin to align as calculated, you are ready with the next action to accelerate them to glorious victory. Once per turn when you or an ally you can see or hear within 90 feet of you reduces a creature below half of its hit point maximum, you can immediately make up to two weapon attacks or issue one of your commands (no action required). The target of any attacks made in this way takes additional damage as if it were within your declared territory, whether or not that is the case.



MONK

Ascetic they may be, but monks are far from dull. Their discipline develops mastery of agriculture, language, form, or, of course, inner peace... all things that a discerning mind ought to leap to learn about. It must be said, however, that some secrets of the spirit are simply unintelligible to those – even avid listeners – unable to apply such discipline to themselves. Included below is an order of monk who has ascended in mind and body beyond what most others can achieve – or even believe possible.

OPTIONAL CLASS FEATURE

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers an additional feature that you can gain as a monk. Unlike the features in the *Player's Handbook*, you don't gain the feature here automatically. Consulting with your DM, you decide whether to gain the feature in this section if you meet the level requirement noted in the feature's description.

MASTERY OF BODY

10th-level monk feature, which replaces the Purity of Body feature

You have mastered perfect control over all aspects of your physical self. You gain the following benefits:

- You are immune to disease and poison.
- You are unaffected by climates of extreme heat or extreme cold, as described in chapter 5 of the *Dungeon Master's Guide*.
- You can hold your breath for a number of hours equal to your Wisdom modifier. You must concentrate on this effect as if concentrating on a spell.

MONASTIC TRADITION

At 3rd level, a monk gains the Monastic Tradition feature. The following Monastic Tradition is available to you, in addition to the options offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

WAY OF THE OPENED EYE

A truly enlightened mind is open to every notion in the universe; and can hip-toss an opponent from three rooms away.

HIPPOCAMPER

The mysteries of the mind are locked behind a thousand nested doors: but the keys to open all of them lie within reach of anyone looking inward with an open eye. Monks who walk this path to enlightenment must take two steps inward for each one they outwardly take on their pilgrimage, for the journey through the mind is longer than any travel on foot.

By releasing the power of their thoughts from behind the many locks we build for ourselves, masters of this mysticism gain a sixth sense for the energies of the world, and can even push their thoughts through this flow to move objects, connect their minds to others, or fight. The will of a monk of the Opened Eye strikes as rapidly as their feet or fists. They stand stoic and serene while the violently ignorant are tumbled around them, overwhelmed by the force of a mind that looks upon itself without fear.

MYSTIC ENLIGHTENMENT

3rd-level Way of the Opened Eye feature

Through the awakening of your inner senses to a higher degree of existence, you are able to connect to ki everywhere in the world, not just in your own body. You gain proficiency in the Perception skill if you don't already have it. In addition, you can express the profound new perspective offered by your psychic eye through the powers below.

Draw Ki. You can tap into the energies of the universe. As a bonus action, you can roll a Martial Arts die. If the result is a 4 or higher, you regain a number of ki points equal to your proficiency bonus. Once you take this bonus action, you can't do so again until you finish a short or long rest.

Open the Path. Your strikes can redirect a creature's ki to awaken hidden parts of its potential. As an action, you can spend 1 ki point to touch a creature and roll a Martial Arts die. Until the end of its next short or long rest, the target adds the number rolled to ability checks it makes using a skill you choose when you use this action. A creature cannot benefit from this feature again until it completes a short or long rest.

When you use your Flurry of Blows, you can replace one of the unarmed strikes with a use of this action without spending a ki point.

Unfettered Mind. You learn the *mage hand*, *message*, and *mind sliver*** cantrips. You use your Ki save DC for these spells. When you cast one of these spells, it requires no verbal, material, or somatic components.

WHAT ARE PSIONICS?

Simply put, psionics are the D&D take on superhuman mental abilities such as telepathy, telekinesis, empathic control, and much more besides. Unlike spellcasters, psions can express their power over reality without needing to lift a finger. Some notable D&D settings, like the blasted deserts of Dark Sun, prominently feature psionics. But it is up to you whether or not the concept fits within your own campaign. The relationship between psionics and magic, and implications of genre and theme, are heated topics at some tables.

The Way of the Opened Eye and other psionic themed options presented in this book aim to sit easily alongside the typical fantasies of D&D. With only light tweaks, the narrative potential they offer should slot into the rhythm of almost any game.



PSIONIC STYLE

3rd-level Way of the Opened Eye feature

The honing of your mind has been undertaken with the same rigor as the honing of your body, allowing you to extend the strength of your will in tandem with your physical movements. You gain the following benefits:

- Your unarmed strikes have a range of 30 feet, and you do not need to physically move to attack with them. As part of the Attack action, you can spend 1 ki point to extend the range of your unarmed strikes to 60 feet until the start of your next turn.
- Once per turn, you can replace one of your unarmed strikes with a telekinetic push applied to a creature or object within range. An unwilling target makes a Strength saving throw against your Ki save DC. If the save fails, you can knock the target prone or move it up to 10 feet in any direction horizontally.
- You can use your Deflect Missiles feature to defend any target within range of your unarmed strikes.

ASCENDANT SERENITY

6th-level Way of the Opened Eye feature

Standing still as a pillar, you can nonetheless move as freely as flowing thought. Whenever you use your Step of the Wind or Patient Defense, you gain a hover speed equal to your movement speed that lasts until the end of your next turn.

PERFECTED PSIONIC STYLE

11th-level Way of the Opened Eye feature

You have merged your martial and mental abilities into a seamless flow that can strike at both mind and body. You gain the following benefits:

- When a creature fails its save against your telekinetic push, you can use your mind to grapple it. You can grapple a number of creatures up to your Wisdom modifier in this way. When you move, grappled creatures move with you as normal, remaining at the same distance from you as when they were grappled. A creature attempting to free itself from the grapple rolls against your Ki save DC.
- When you use your Flurry of Blows, you can replace one of the unarmed strikes with the *mind sliver*** cantrip.

EYE UNBLINKING

17th-level Way of the Opened Eye feature

You have reached the final pinnacle of enlightenment, marked by the permanent opening of a third eye upon your forehead. You gain advantage on saving throws against being blinded, and you can no longer be surprised.

In addition, you gain truesight out to a distance of 60 feet. You can spend 5 ki points to extend the range of your truesight out to a distance of 300 feet for 1 minute.



PALADIN

The quest is the archetypal adventure of the paladin's life. On this path is the opportunity of great reward – and the chance for grave loss. Through the trial, such a quest can carve itself into legend. And the fruits of this labor, be they bitter or sweet, will define the paladin who undertakes it forever in fame and action. Included below are two types of paladin that have sworn an oath without end – though each takes a very different attitude to the journey.

SACRED OATHS

At 3rd level, a paladin gains the Sacred Oath feature. The following options are available to you, in addition to the options offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

OATH OF EXILE

The lone wolf. Yearning for the pack.

HIPPOCAMPER

Whether you are a banished heir, a masterless ronin, or a former criminal who has sworn to take their punishment to heart, you have been exiled from your home. The judgment may not have been your own, but you honor it nevertheless, for reasons that others might struggle to fathom.

TENETS OF EXILE

Anyone that swears such an oath must work each day to find new purpose, never looking back at the past, yet also never forgetting the hard lessons it left them with.

Never Return. The circumstances of your exile brook no argument. You are bound to never again see your homeland.

Honor What Was. Though you are severed from your culture, your respect for its teachings is unwithering.

Guard Against Trespass. Others you meet may try, even thinking it kind, to sway you from your path of penance. Do not let them. The only way to continue with honor is forward.

OATH SPELLS

3rd-level Oath of Exile feature

You gain oath spells at the paladin levels listed in the Oath of Exile Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF EXILE SPELLS

Paladin Level Spells

3rd	<i>goodberry, thunderous smite</i>
5th	<i>animal messenger, find steed</i>
9th	<i>magic circle, leomund's tiny hut</i>
13th	<i>banishment, compulsion</i>
17th	<i>antilife shell, hallow</i>

CHANNEL DIVINITY

3rd-level Oath of Exile feature

You gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Burning Reputation. Gossip spreads like fire for which you have often been the fuel. As an action, you can raise your holy symbol to your ear and choose a fixed, named location you know that is no larger than 1 mile in diameter, such as a village, a tavern, or a town district. For up to 1 hour, you eavesdrop on the location. If it is unoccupied, you hear nothing; otherwise your ears are filled with the indistinct buzz of conversation for the duration. Whenever your name is mentioned, you hear it spoken clearly, and you can hone in on the conversation to hear it play out as if you were there.

Paths Dissecting. Immediately after you deal damage to a creature with a weapon attack, you can use your Channel Divinity as a bonus action to forcefully diverge your paths. The creature must make a Charisma saving throw. On a failed save, the target cannot willingly move closer to you for 1 minute, and has disadvantage on attack rolls against you for the duration. You can extend this benefit to a number of creatures you choose within 30 feet of you up to your Charisma modifier. The effect ends immediately if you or one of your chosen creatures moves towards the target.

AURA OF SOLITUDE

7th-level Oath of Exile feature

Your conviction manifests as an aura that cuts you off from contact. Creatures of your choice that end their turn within 10 feet of you must succeed on a Strength saving throw against your paladin spell save DC or be pushed back to the edge of the aura.

At 18th level, the range of this aura increases to 15 feet.

UNQUESTIONABLE HONOR

15th-level Oath of Exile feature

Even when the path has wounded you to walk upon, you have kept to your word. You now have advantage on saving throws against effects that attempt to compel you to act against your will, such as the *confusion* spell and similar magic. When a creature targets you with such an effect and you succeed on the save, you become immune to similar effects until the end of your next turn, and you can use your reaction to move up to your speed directly towards or away from the creature that forced the save.

SELF-DETERMINED NOMAD

20th-level Oath of Exile feature

The path of your life is now your own to make. By embracing this fact, you gain the following benefits:

- Your movement speed permanently increases by 20 feet.
- While you are moving, you have a bonus to your AC equal to your Charisma modifier.
- Whenever a creature makes an attack against you while you are moving, you can make a single weapon attack or Shove attack against it, without using your reaction.

THE STORY OF AN OATH

By following the tenets laid out in their vows, paladins find and apply meaning to what might otherwise seem like a world without reason. The drive to follow these ideals is a core part of such a character's personality. But to err is humanoid. A compelling story for a paladin can put their code to the test, forcing them to abide by it when they would rather not, or to confront its shortcomings (not to mention their own). Characters that experience new adventures and trials over time cannot be contained in a series of fixed traits, and the tenets given for each Sacred Oath can be considered as story fuel, rather than story rules.

A decision thrust upon a paladin who has taken an Oath of Exile, for example, and is then called back to defend the home that cast them out, could spark a grand narrative of confronting the past, and could result either in a change of fortune for the character (and perhaps a change of Oath) or a bittersweet second farewell.

Should the paladin stay true to their path and refuse to return, a very different, but no less compelling, story might unfold: dealing with the fallout of friends or family lost during an event that the character wasn't there to help prevent.

When creating your paladin character, consider not only what oath they swear themselves to, but what they would be willing to break it for and why. The parameters of an oath don't have to be restrictive boundaries: they are roleplaying tools to bounce off, break through, and build with anew.

A Triton paladin in exile,
far away from home



OATH OF PERSEVERANCE

The best revenge is a life lived well.

HIPPOCAMPER

When life takes and takes, nihilistic purpose calls loudly to those given to action: to go out in a blaze of glory with one great deed before death. But from the fires of calamity, some find quiet. They take up another mantra; to endure, to go on even when things are so tough as to feel impossible. Wounds to heart and health heal in time, and, although scarred, such heroes will persist to see new good done in the world. They swear to survive every setback, and continue the good fight.

TENETS OF PERSEVERANCE

A paladin who swears the Oath of Perseverance seeks to live a long life, the better to help others live good ones.

Every Deed Matters. Many small acts of aid build together over time into true change for the better.

Endure Hardship. Bad times will come, but they will pass again. You must get to the other side to help repair the hurt.

Plant for the Future. Your legacy will outlive you for ages to come if you can guide it with consistency.

Bolster the Faltering. The endurance of others will fail them in dire times. Be there to remind them of the good.

OATH SPELLS

3rd-level Oath of Perseverance feature

You gain oath spells at the paladin levels listed in the Oath of Perseverance Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF PERSEVERANCE SPELLS

Paladin Level Spells

3rd	<i>healing word, heroism</i>
5th	<i>continual flame, warding bond</i>
9th	<i>aura of vitality, revivify</i>
13th	<i>aura of life, death ward</i>
17th	<i>greater restoration, wall of stone</i>

CHANNEL DIVINITY

3rd-level Oath of Perseverance feature

You gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Try, Try Again. When a creature within 30 feet of you fails an ability check or attack roll, you can use your Channel Divinity as a reaction to encourage greater efforts. Until the end of your next turn, the creature adds your Charisma modifier to all ability checks or attack rolls (your choice).

Turn from Stones and Splinters. As a bonus action, you can use your Channel Divinity to steel yourself against futile violence. For 1 minute, you gain a damage threshold equal to your paladin level. You have immunity to all damage unless you take an amount of damage that equals or exceeds this threshold. The effect ends early if you fall unconscious.

AURA OF PERSISTENCE

7th-level Oath of Perseverance feature

You emanate an aura of forthrightness and solidity. When you and any creatures of your choice within 10 feet of you take damage, the damage is reduced by a number equal to your Charisma modifier (a minimum of 1).

At 18th level, the range of this aura increases to 30 feet.

ONWARDS AND UPWARDS

15th-level Oath of Perseverance feature

Life knocks you down sometimes, but it can't keep you down. When you're prone, you can stand up by spending 5 feet of movement, rather than half your speed. When you do so, you can use your reaction to inspire creatures of your choice within 30 feet of you that can see you, granting them the same benefit until the end of their next turn and 1d6 temporary hit points.

IMPENETRABLE OPTIMISM

20th-level Oath of Perseverance feature

Your spirited outlook galvanizes you against life's woes. Even in the darkest hours, you are a beacon of positivity to your allies, as sturdy as untarnished metal. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- You gain a damage threshold of 20. When you use your Channel Divinity to Turn from Stones and Splinters while transformed in this way, your damage threshold doubles to 40 for the duration of the Channel Divinity.
- You cannot be incapacitated while you are conscious.
- Friendly creatures within 30 feet of you cannot be stunned.

Once you use this feature, you can't use it again until you finish a long rest.



Human Paladin
of Perseverance



RANGER

Self-sufficient and hardy, years might pass before a ranger stops long enough on their patrol to share conversation and break bread with another. But in truth, they are very often companionable fellows, eager to socialize, if not necessarily quick to ease to it, and with many tales to tell of what they have seen on their long vigils. Included below are two types of ranger that are both, in a sense, walkers of the deep wood: where the constant quiet belies endless crossings of stories, and where they must frequently fight against forces begat by the misdeeds of less conscientious – or conscious – mortals.

RANGER ARCHETYPES

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to you, in addition to the options offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

CONCLAVE OF THE CINDERWATCH

A spark can be a terrible beginning; or a seed of hope.

HIPPOCAMPER

The rangers of the Cinderwatch walk the borders between the great forests and the settlements that abut them, guarding against wildfires that might lay waste to everything between the horizons. They respect above all the natural order of burning and rebirth that revitalises the wild world. Much of their time is spent educating – and correcting – the so-called civilised peoples in fire safety and forest management. But, should something go awry, and flames rise to raze the land, the brave members of the Cinderwatch bring their magic, wit, and intense training to bear for the safety of all life against a force greater than any dragon.

CINDERWATCH TRAINING

3rd-level Cinderwatch feature

You gain proficiency in one of the following skills of your choice: Athletics, Medicine, Nature, or Survival.

You also learn an additional spell when you reach certain levels in this class, as shown in the Cinderwatch Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

CINDERWATCH SPELLS

Ranger Level	Spell
3rd	<i>create or destroy water</i>
5th	<i>gust of wind</i>
9th	<i>beacon of hope</i>
13th	<i>control water</i>
17th	<i>passwall</i>

FIRELINE

3rd-level Cinderwatch feature

Sometimes the only way to prevent the spread of danger is to proactively clear the path of destruction. As a bonus action, you can mark an invisible fireline on the ground within 120 feet of you. You can form it into a hemispherical dome with a radius up to 10 feet, or you can orient it as a flat surface up to 60 feet long and 60 feet high. In any form, the fireline is 1/4 inch thick. It must placed on a solid surface.

Whenever a creature or object on your side of the fireline is targeted by an attack, spell, or other effect that deals fire damage (such as the *fire bolt* spell or the breath weapon of a red dragon) that originates from the other side of the threshold, any fire damage dealt is reduced by a number equal to your ranger level.

Moreover, a creature or object that you can see moving through the fireline towards you or that ends its turn there takes an additional 1d4 damage from each of your attacks until the end of your next turn.

The fireline vanishes if you mark a new one.

At 11th level, the maximum size of the fireline doubles, and the additional damage you deal to targets crossing it increases to 3d4.

WATER DIVINER

3rd-level Cinderwatch feature

You have the ability to dowsing for the presence of water. As an action, you detect the distance and direction to any bodies of water within 1 mile of you. You know the rough size and shape of any water bodies you detect, as well as if they are potable, freshwater, or saltwater, and the compass direction of any persistent flow, such as that of a river.

Once you use this feature, you can't use it again until you finish a short or long rest.

RESCUE

7th-level Cinderwatch feature

When someone is about to be engulfed in the inferno, you don't hesitate. As a reaction when a creature no more than one size larger than you that you can see is forced to make a Dexterity saving throw, you can use your reaction to move up to your speed towards it. If you move within 5 feet of it, you tackle it out of danger, causing it to succeed on the save. You use the creature's save result instead. You can wait until after the creature rolls its save before deciding to use this reaction, but must decide before the DM says whether the save succeeds or fails.

RENEWAL

11th-level Cinderwatch feature

As an observer of ashen landscapes, you know the vital energy of regrowth that can be imparted by the flame. Whenever you restore hit points to a creature that has taken fire or lightning damage since the start of your last turn, the target and creatures of your choice within 5 feet of it regain additional hit points equal to your ranger level.

EXTINGUISH

15th-level Cinderwatch feature

The suppressive powers of your protective spells must be able to dampen the mightiest energies. Whenever you cast a non-damaging spell that affects an area, exposed flames in the area are immediately extinguished. In addition, choose a number of creatures, objects, or magical effects within the area of the spell up to your Wisdom modifier. Each target is suppressed in one of the following ways of your choice:

- It loses all temporary hit points and increases to its maximum hit points, and it regains the minimum number of hit points possible from any healing. While it is outside the area of your spell, a target can make a Constitution saving throw against your ranger spell save DC at the end of each of its turns. On a success, this suppression ends, although any temporary hit points or additional maximum hit points lost are not regained.
- On its turn, regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack. While it is outside the area of your spell, a target can make a Constitution saving throw against your ranger spell save DC at the end of each of its turns. On a success, this suppression ends.
- All magical effects and spells affecting it are targeted as if by the *dispel magic* spell, cast at its lowest level.

A tiefling firefighter
of the Cinderwatch



DREAMCATCHER

Is there any wild so dense and dangerous as the darkened forests of our own minds?

HIPPOCAMPER

Bearing a strong connection to the Astral Plane, the Feywild, or a spiritual awareness that opens their senses to the whimsy and worries of others, rangers that work as Dreamcatchers guard the border between reality and psyche, treading the treacherous hollows of both the waking and dreaming worlds. Night terrors and other forces of the imagination that prey on the minds of mortals become their prey in turn. The dreams of certain creatures, the legendary beholders among them, can even manifest in reality: and a ranger of this archetype will be waiting to meet them. A Dreamcatcher has a sharpened sense of empathy with which they can track threads of imaginative power, and a spiritually enhanced skill at arms that allows them to strike at the psychic strength of their foes. As watchers over the threshold of the subconscious, they can wield both hopeful and despairing elements of the worlds within. In some locales they are known as Believers or Listeners; in others, they are called Nightmare Riders. When a Dreamcatcher dances through the twilight on the hunt, nothing is truly certain – except for the presence of the bizarre.

CHASE THE FEELING

3rd-level Dreamcatcher feature

You can sense when reality ripples in the direction of dreaming. Whenever a spell is cast within 120 feet of you, you know the origin of the spell, as well as its school of magic. If the origin of the spell is a creature or object within range, you can gain advantage on the next attack roll or ability check you make against that target before the end of your next turn.

You can gain advantage this way a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

DREAMCATCHER MAGIC

3rd-level Dreamcatcher feature

You learn the *minor illusion* cantrip if you don't already know it.

You also learn an additional spell when you reach certain levels in this class, as shown in the Dreamcatcher Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

DREAMCATCHER SPELLS

Ranger Level	Spell
3rd	<i>faerie fire</i> , <i>minor illusion</i>
5th	<i>detect thoughts</i>
9th	<i>hypnotic pattern</i>
13th	<i>hallucinatory terrain</i>
17th	<i>modify memory</i>

You also have a quirk in your own psyche as a result of your mind's constant movement between waking and dreaming reality. Choose your quirk from the Dreamcatcher Oddities table or determine it randomly.

DREAMCATCHER ODDITIES

d4 Oddity

- 1 Other creatures that sleep within 30 feet of you share fragments of your wandering dreams.
- 2 You often feel a sensation of falling and try to jerk awake, but find that you already are.
- 3 Time around you occasionally seems to slip through strange but harmless non sequiturs.
- 4 You wake each morning bearing fresh scars from the nightmares, yours or otherwise, that you battle in the dreaming world.

GLOAMING HUNT

3rd-level Dreamcatcher feature

Your weapons can strike at the strange darkness of the subconscious to either contain it or soothe those it haunts. You gain one of the following features of your choice.

Dream Guide. Your influence causes a creature's hopes and dreams to bubble to the surface, where you can snatch them for the creature to follow. As a bonus action, choose one creature within 30 feet of you. If the target is unwilling, it can make an Intelligence saving throw against your ranger spell save DC. On a success, this feature has no effect. The creature's dream emerges as an intangible form 5-feet in diameter invisible to all other creatures except you. You can discern only its vague shape. The dream can pass through creatures and objects, and lasts until the start of your next turn. As part of the same bonus action you use to draw out the dream, you can move it up to 30 feet to point you can see. The dreaming creature has advantage on attack rolls against a target that shares space with its dream, and disadvantage on attack rolls and ability checks against targets that do not.

Drive Away Darkness. Your defense brings soothing security of mind, as your blows banish the hidden fears that wear away at a creature's endurance. As a bonus action taken when you successfully hit a creature with a weapon attack, choose another creature within 15 feet of your target that can see it. The chosen creature can immediately expend 1 of its Hit Dice, regaining a number of hit points equal to the number rolled + your Wisdom modifier.

Strike the Shadow. You can target the shadow of a creature as though it were a living extension of its being. As a bonus action, choose one creature you can see within 60 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes psychic damage, and the creature must make an Intelligence saving throw against your ranger spell save DC. On a failed save, the target takes additional psychic damage equal to one roll of its Hit Die, and its speed is reduced to 0 until the end of its next turn as you pin its shadow with your weapon. On a successful save, the target takes half as much damage and its speed is not reduced.

SENTINEL OF THE PSYCHE

7th-level Dreamcatcher feature

Nothing that lurks in the mortal mind has any power to surprise you now. You gain resistance to psychic damage and proficiency in Intelligence saving throws.

As a reaction when a creature within 30 feet of you takes damage or makes an Intelligence saving throw, you can choose to lose these benefits until the end of your next turn and grant them to that creature for the duration.

A dragonborn Dreamcatcher

on the hunt for errant
nightmares



FLEETING AS A DREAM

11th-level Dreamcatcher feature

You flit on the flow of imagination to bear messages across minds and time, or to run down your quarry. You gain a flying speed equal to twice your walking speed. You fall if you end your turn in the air more than 30 feet away from another creature with an Intelligence score of 3 or higher.

In addition, you can cast the *dream* spell once without a spell slot, and you regain the ability to do so when you finish a long rest. When cast in this way, you cannot choose a creature other than yourself to enter the dream trance.

EPHEMERAL OUTSTRIDER

15th-level Dreamcatcher feature

Your spirit is forever dappled in the fickle light of dreaming. You gain one of the following features of your choice. When you take part in a *dream* spell, you can replace your choice for both this feature and for your Gloaming Hunt feature.

Bizarre Phantasmagoria. The endless metamorphosis of dreaming energizes your hunt. You learn the *polymorph* spell. It doesn't count against the number of ranger spells you know. You can also cast it once without a spell slot, and you regain the ability to do so when you finish a long rest.

Once per turn when you successfully hit a creature with a weapon attack, you can cast the spell on the target as part of the same action, requiring no components. If you do so, the spell's duration becomes 1 minute for that casting, which does not require concentration. When a creature transformed in this way reverts to its normal form, it takes psychic damage equal to five rolls of its Hit Die.

Liminal Being. You stalk the fading divide between the waking mind and retreating dreams, where memory evaporates like mist. Whenever a creature loses sight of you, you can choose for it to forget your existence for up to 24 hours. Its memories of you return the next time it sees you.

Additionally, you can use your action to choose a creature within 60 feet of you that cannot see or remember you and attempt to draw it into further forgetfulness. The creature must succeed on an Intelligence saving throw against your ranger spell save DC or lose all memory of a number of creatures or objects you choose equal to 1 + your Wisdom modifier (a minimum of 1). The chosen creatures or objects cannot be visible to the target. These memories return after 24 hours; if the target sees a forgotten creature or object before the duration ends, it has no recollection of it.

Terrible Visitation. As an action, you can summon forth a nightmare under your telepathic control. The nightmare has the statistics provided in the *Monster Manual*, though it is a construct, instead of a fiend. Additionally, it can understand any languages you speak, and you can choose to replace the resistance to fire damage it confers to anyone riding it with resistance to another type of damage. The nightmare remains for 1 minute, or until you dismiss it early as an action.

While riding the nightmare, your weapon attacks deal an additional 1d10 psychic damage, and a creature you damage with a weapon attack must succeed on a Wisdom saving throw against your ranger spell save DC, or become frightened of you until the end of its next turn.

Once you summon the nightmare, you can't summon it again until you finish a long rest, unless you expend a spell slot of 4th-level or higher to do so again.



ROGUE

Action makes a rogue: the thrust of intrigue, dalliances in the dark of night, and deeds that require a deft hand.

Their skills, and their lifestyles, lead them through a constant pitter-patter of secrets and stories. A rogue has much to tell you, if you can convince them to talk. By no means must a roguish sort be a criminal, but their curiosity inevitably leads them to cross boundaries. Included below is a character option for those who do so frequently, with a flagrant disregard for authority.

OPTIONAL CLASS FEATURE

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers an additional feature that you can gain as a rogue. Unlike the features in the *Player's Handbook*, you don't gain the feature here automatically. Consulting with your DM, you decide whether to gain the feature in this section if you meet the level requirement noted in the feature's description.

VERSATILE APTITUDE

4th-level rogue feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, as you retrain the skills you need for your work:

- Replace a skill proficiency you have with proficiency in a different skill of your choice from the list of skills available to rogues at 1st level.
- Move the benefit of your Expertise feature from one of your skill proficiencies, or your proficiency with thieves' tools, and apply it instead to another skill proficiency or your proficiency with thieves' tools that does not already have this benefit.

ROGUISH ARCHETYPE

At 3rd level, a rogue gains the Roguish Archetype feature. The following Roguish Archetype is available to you, in addition to the options offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

SMUGGLER

Knights in shining armor come in all stripes – cleric, paladin, fighter – but there are some situations in life where holy religions and ancient weapons are no match for a good smuggler at your side.

HIPPOCAMPER

For passage out of town on a fast ship with no questions asked; for securing an item that the constabulary would rather you did not; for navigating and negotiating in the local den of scum and villainy, a smuggler is for hire. Taxes, tolls, and border patrols slip unregarded into their wake. Where a daring journey is on the cards, their quick reaction time and swift wit will serve to speed any cargo through obstacles on the road or sea.

BLOCKADE RUNNER

3rd-level Smuggler feature

Moving and talking fast is the bread and butter of your business. You gain proficiency with land and water vehicles if you don't already have it. You can choose these proficiencies when selecting new skills for your Expertise feature. In addition, you gain proficiency with your choice of the Deception or Persuasion skill.

EXPERT CONCEALMENT

3rd-level Smuggler feature

You can conceal a number of Tiny objects up to your proficiency bonus on your person or in a vehicle that you own in such a way that they cannot be found. You can conceal an object in this way on your person as an action, or take 1 minute to secure it within a vehicle. A creature other than you is unable to locate a concealed object without the aid of the *locate object* spell or similar magic, unless you tell them where it is hidden. A creature other than you that is aware of the object's location has disadvantage on any Intelligence (Investigation) checks made to find it, contested by your Dexterity (Sleight of Hand) or Dexterity (Stealth) roll.

In addition, you can take 8 hours and 50gp of materials to modify a vehicle of size Large or larger that you own with a specialized compartment. The compartment can be used to hide a Small or Medium creature or object using this feature. A Large vehicle can accommodate one such compartment; a Huge vehicle up to two, and a Gargantuan Vehicle up to four. A creature hidden in the compartment using this feature concealed from detection and location as usual, although excessive noise or movement can alert those nearby to its presence. A hidden creature's Dexterity (Stealth) roll is used in place of yours if another creature aware of the compartment attempts to locate it.

ONE SHOT FIRST

3rd-level Smuggler feature

Keeping a hair trigger is smart insurance for someone in your line of work. As a reaction whenever initiative is rolled, you can draw a weapon and make a single weapon attack against a creature you can see within range. If necessary, you also load ammunition into your weapon as part of this reaction.

SCOUNDREL

9th-level Smuggler feature

You possess a disarming charm that ruffles feathers. A creature you are talking to within 10 feet of you and that understands you has disadvantage on Charisma (Deception) checks made against you.

In addition, a creature that takes your Sneak Attack damage on your turn has disadvantage on attack rolls and ability checks against you until the start of your next turn.

A Tortle Smuggler
negotiating her terms



HIGH SPEED

A campaign with a smuggler ought to include a good chase scene or two. Review the expanded Tool Proficiencies rules in chapter 2 of *Xanathar's Guide to Everything* with your DM to make the most of your skill with land and water vehicles. Expertly avoiding hazards and pulling incredible stunts can help your party to duke it out with pursuers on any side of the law.

THE LONG CON

13th-level Smuggler feature

You're no stranger to unusual methods of getting past a secured gate, or getting out of dodge. As an action, or as reaction taken when you take damage, you can fake your demise. For up to 24 hours, you appear dead to all outward inspection and to spells used to determine your status. For the duration, you are blinded, your speed is 0, and you have resistance to all damage except psychic damage. If you are diseased or poisoned when you use this feature, or become diseased or poisoned whilst under its effect, the disease or poison has no effect on you until the effect ends. You can end the effect on yourself as an action.

You can use this feature once, and regain the ability to do so upon completing a long rest.

CLEAN GETAWAY

17th-level Smuggler feature

The element of surprise is never lost: merely concealed until you need it most. Whenever you succeed on a saving throw and take no damage as a result of your Evasion feature, you can use your reaction to move up to your speed and make one weapon attack against the creature or object that forced the save. If you can apply your Sneak Attack damage to this attack, the target is stunned until the end of your next turn.



SORCERER

Rare individuals rich with magic and destiny, sorcerers are interesting folk by nature, though not all of them wish

to be. They invariably attract fascination, and the eye of forces beyond their control that wish to control them: the fateful stuff that good stories are made of. Included below is a sorcerous element whose ties to a relentless force of nature might shape the course of their whole lives; as well as optional rules for enriching the magical story of any origin.

SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following Sorcerous Origin is available to you, in addition to the options offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

WATERBORN

Destiny drowns so many burdened heavily with power. But those who can learn to swim with the currents of fate find their soul smoothed by the waves.

HIPPOCAMPER

Almost every world that holds life, holds water. The two share a deep connection of body, blood, and motion. On occasion, the flow between them is strong enough that a sorcerer is born who can feel the weighty power of water saturating their being. The wide seas are colossal engines of energy, playing host each hour to the clashing of forces greater than a thousand city-sized explosions – even as they churn together the most essential nutrients of life. Just a tiny rivulet of this power directed into a mortal is an incredibly potent boon.

Perhaps you come from a long line of those dedicated to the sea – such as fishermen, sailors, or lighthouse keepers. Perhaps the thalassic essence in your blood was awakened in the heart of a terrifying storm. Whatever your origin, a piece of you sways with the worldly movement of the tides and the flowing of rivers. You have a seemingly bottomless well of power to pull from – if you can master the crushing pressures of channeling such magic through your soul.

PUSH & PULL

1st-level Waterborn feature

You have an innate feel for and control over the flow of magic. When a creature succeeds on its saving throw against one of your sorcerer spells of 5th-level or lower on the turn that you cast it, you can use your reaction to pull back the swelling magic before it is fully expended. The spell's effect is cancelled, and you regain the spell slot used to cast it, as if it had never been cast.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and regain all expended uses upon completing a long rest.

TIDAL BLOOD

1st-level Waterborn feature

You can feel the tug of the moon on your own blood just as it affects the oceans. You always know when it is high or low tide, and you can navigate by sensing the position of the moon or similar orbital bodies. While concentrating on this sense as if concentrating on a spell, you cannot become lost except by magical means.

In addition, you can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, although you cannot understand them in return.

OCEAN AFFINITY

6th-level Waterborn feature

You gain a swimming speed equal to your walking speed, and you can breathe underwater.

In addition, while you are fully submerged in water, you gain temporary hit points equal to your sorcerer level. You can gain these temporary hit points only once per minute.

ARCANE FLOOD

14th-level Waterborn feature

You can release your magic with the overwhelming power of surging waters. When you cast a sorcerer spell of 1st-level or higher, you can expend 5 sorcery points to open the floodgates to your full might for 1 minute. While the floodgates are open, your sorceror spells overcome any damage resistances and cancel any sources of advantage on saves against them. This effect ends early if you are incapacitated.

Whenever your floodgates close again, you suffer 1 level of exhaustion.

FATHOMLESS POWER

18th-level Waterborn feature

You can now draw up energy from the depths of wordly magic to sustain yourself. As an action, you can regain a number of sorcery points and hit points equal to $1d12 + \text{your Charisma modifier}$.

Once you use this feature, you must complete a long rest before you can use it again.

ORIGIN METAMAGIC

All sorcerers, regardless of origin, gain access to the Metamagic feature at 3rd level. Also at 3rd level, a sorcerer can take one of the following features through their origin, which grants a specific Metamagic option tailored to their power. This adaptation expands the ability of the class to command magic as their own. Consult with your DM to determine whether or not this additional feature works for your game.

A Metamagic option marked with a double asterisk (**) appears in *Tasha's Cauldron of Everything*, rather than the *Player's Handbook*.

Half-Dwarf Waterborn
Sorcerer



ABERRANT METAMAGIC

3rd-level Aberrant Mind feature

None can hide from the unnervingly extended tendrils of your mind. You gain the Seeking Spell** Metamagic option. See the Metamagic class feature in the *Player's Handbook* for how Metamagic works. You cannot replace this option, and it does not count towards your number of options known.

When you use the Metamagic option granted by this feature, you can reduce the cost of sorcery points required to use it by 1. Once you do so, you must complete a short or long rest before you can do so again.

CLOCKWORK METAMAGIC

3rd-level Clockwork Soul feature

The order of your power applies an organized precision to your spellwork. You gain the Careful Spell Metamagic option. See the Metamagic class feature in the *Player's Handbook* for how Metamagic works. You cannot replace this option, and it does not count towards your number of options known.

When you use the Metamagic option granted by this feature, you can reduce the cost of sorcery points required to use it by 1. Once you do so, you must complete a short or long rest before you can do so again.

DIVINE METAMAGIC

3rd-level Divine Soul feature

The divine source of your power lends an agelessness to your magic. You gain the Extended Spell Metamagic option. See the Metamagic class feature in the *Player's Handbook* for how Metamagic works. You cannot replace this option, and it does not count towards your number of options known.

When you use the Metamagic option granted by this feature, you can reduce the cost of sorcery points required to use it by 1. Once you do so, you must complete a short or long rest before you can do so again.

DRACONIC METAMAGIC

3rd-level Draconic Bloodline feature

Your lineage confers great influence over elemental energy. You gain the Transmuted Spell** Metamagic option. See the Metamagic class feature in the *Player's Handbook* for how Metamagic works. You cannot replace this option, and it does not count towards your number of options known.

When you use the Metamagic option granted by this feature, you can reduce the cost of sorcery points required to use it by 1. Once you do so, you must complete a short or long rest before you can do so again.

SHADOWY METAMAGIC

3rd-level Shadow Magic feature

The shadows are yours to dwell within, leaving others blind to your power. You gain the Subtle Spell Metamagic option. See the Metamagic class feature in the *Player's Handbook* for how Metamagic works. You cannot replace this option, and it does not count towards your number of options known.

When you use the Metamagic option granted by this feature, you can reduce the cost of sorcery points required to use it by 1. Once you do so, you must complete a short or long rest before you can do so again.

STORMY METAMAGIC

3rd-level Storm Sorcery feature

Your power harkens back to boundless skies: your magic flies far and fast. You gain the Distant Spell Metamagic option. See the Metamagic class feature in the *Player's Handbook* for how Metamagic works. You cannot replace this option, and it does not count towards your number of options known.

When you use the Metamagic option granted by this feature, you can reduce the cost of sorcery points required to use it by 1. Once you do so, you must complete a short or long rest before you can do so again.

WATERBORN METAMAGIC

3rd-level Storm Sorcery feature

Like the waves, your power swells and breaks over its targets with staggering force. You gain the Heightened Spell Metamagic option. See the Metamagic class feature in the *Player's Handbook* for how Metamagic works. You cannot replace this option, and it does not count towards your number of options known.

When you use the Metamagic option granted by this feature, you can reduce the cost of sorcery points required to use it by 1. Once you do so, you must complete a short or long rest before you can do so again.

WILD METAMAGIC

3rd-level Wild Magic feature

The magic within you is always surging: its unpredictability matched by its unbridled energy. You gain the Empowered Spell Metamagic option. See the Metamagic class feature in the *Player's Handbook* for how Metamagic works. You cannot replace this option, and it does not count towards your number of options known.

When you use the Metamagic option granted by this feature, you can reduce the cost of sorcery points required to use it by 1. Once you do so, you must complete a short or long rest before you can do so again.



A torch gifted by
a fiendish patron



WARLOCK

Raw power is a rare resource on any world – even those alive with magic. Some would kill for it; some would trade anything for it, or work away their life for it. Benevolent or baleful though their designs may be, all warlocks are joined by this circumstance: the need for power, and, therefore, the drive to get involved with those beings that trade in it. Such is the stuff that drives stories, grand and intimate. And the patrons of these individuals tend to have a certain bent towards drama, as well. A warlock's relationship with their patron, and by extension, their relationship with power, is often a defining one in their life of adventure. But power doesn't always lie with those of a singular mind... or of a mind scrutable by mortal means at all. Included below, along with other occult secrets that all patrons might bequeath, are two magical forces that invite warlocks to be a part of their multiplicate bodies, gaining – and sometimes giving – power as part of a larger whole.

OPTIONAL CLASS FEATURES

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers additional features that you can gain as a warlock. Unlike the features in the *Player's Handbook*, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

PACT BOON OPTION

3rd-level warlock feature

When you choose your Pact Boon feature, the following option is available to you.

PACT OF THE TORCH

Your patron grants you a spark of their presence in the form of a torch, a lantern, or another source of light that can be held in one hand. When you are holding the torch, you can use an action to ignite it, providing bright light in a 20-foot radius and dim light for an additional 20 feet. The torch burns until you are incapacitated, or until you use an action to extinguish it. If you make a melee attack with the burning torch and hit, it deals 1 fire damage. Touching the burning torch to a flammable object that isn't being worn or carried causes it to ignite.

Creatures of your choice gain advantage on saving throws against being charmed or frightened while they remain in the bright light provided by the torch. The light of the torch is magical, and is considered to be an area of light created by a spell of equal level to your warlock spell slots for the purposes of dispelling the *darkness* spell and similar magic.

If you lose the torch, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous torch. The torch crumbles to ash when you die.

ELDRITCH INVOCATION OPTIONS

When you choose eldritch invocations, you have access to these additional options.

CLEANSING LIGHT

Prerequisite: 7th-level warlock, Pact of the Torch feature

You can cast *dispel magic* once, without expending a spell slot. You can't do so again until you finish a long rest. When cast in this way, choose up to six creatures, objects, or magical effects within the range of the bright light provided by your torch as the targets of the spell. You have advantage on any ability check required to end a spell of the enchantment or illusion schools with this casting.

HERALD OF DESTRUCTION

You can project your voice in booming tones audible up to 300 feet away. In addition, your spells and attacks deal double damage to objects and structures.

IMBIBER OF MIDNIGHT OIL

Prerequisite: 5th-level warlock, Pact of the Torch Feature

The eldritch fuel of your torch can serve as a source of stamina to those who behold its light. You can perform a 10-minute ritual with the torch to connect its flame to the hearts of a number of creatures you choose. The creatures must remain within the light provided by the torch for the duration. An affected creature ignores a number of levels of exhaustion equal to your Charisma modifier for up to 8 hours. If your torch is extinguished, the effect ends early.

Once the effect ends, any creature with this benefit regains all levels of exhaustion that have yet to be removed, and gains 1 additional level of exhaustion.

MOTHLING MAGICK

Prerequisite: Pact of the Torch feature

When a ranged spell attack is made against a target within the light provided by your torch, you can use your reaction to cause the spell to hit your torch instead. The torch is immediately extinguished. If the damage dealt by the spell exceeds your warlock level, the torch is destroyed, and any excess damage carries over to you.

TORCHBEARER

Prerequisite: 5th-level warlock, Pact of the Torch feature

The radius of bright and dim light light provided by your torch when ignited increases to 30 feet. You can also use the torch as a spellcasting focus for your warlock spells. When you do so, you gain a +1 bonus to spell attack and damage rolls and the saving throw DCs of your warlock spells.

In addition, you can use an action to magically fix the torch in place as if on a wall. Until you use an action to pick up the torch again, it doesn't move, even if it is defying gravity. The torch can hold up to 4,000 pounds of weight. More weight causes the effect to cease and the torch to fall. A creature can use an action to make a DC 30 Strength check, moving the fixed torch up to 10 feet on a success.

WARM LIGHT IN THE DARK

Prerequisite: 12th-level warlock, Pact of the Torch feature

The glow of your torch warms a faltering spirit. Creatures of your choice within the bright light provided by the torch have resistance to cold damage. If a creature within the bright light takes damage from a critical hit or fails a saving throw, it gains a bonus to its AC and all saving throws equal to your Charisma modifier until the end of its next turn.

YEARNING VOID

Prerequisite: 15th-level warlock

You can cast *teleport* once without expending a spell slot. You regain the ability to do so when you finish a long rest. When cast in this way, the spell can safely return teleporting creatures to a location in which you ended a long rest within the last 7 days, as if it were a permanent circle as stated in the spell's description. Any other destination is treated as if you are familiar with it by description.

OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly Patron feature. The following options are available to you, in addition to the options offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

THE ARCANE CABAL

Fiends? I've met them. Archfey? We've parlayed. But capitalists? Don't make me shudder...

HIPPOCAMPER

One of the most common symbols of power is coin. To some, the ability to influence nations or rewrite reality is simply a means to constantly fill their coffers. You have been given the potential for power by an organization with the magical and financial means to do so: whether that be through mutation, outfitting you with enchanted items, or ritually binding you to one of their sources of mystical strength. You are in their employ, instructed to carry out the tasks that will keep the world spinning in the most preferable direction for their shadowy shareholders. The designs of some cabals even extend through the multiverse, franchising individuals to act on their behalf wherever their magic can turn a profit.

As you accrue personal wealth and influence on the rise through the ranks of the cabal, you gain new insights into its operations, and are able to direct more of the organization's resources yourself. The cabal can offer many protections to its most valued members. In this business, you can live large and make others pay the price.

EXPANDED SPELL LIST

1st-level Arcane Cabal feature

The Arcane Cabal lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

ARCANE CABAL EXPANDED SPELLS

Spell Level Spells

1st	<i>command, magic missile</i>
2nd	<i>zone of truth, knock</i>
3rd	<i>nondetection, sending</i>
4th	<i>fabricate, leomund's secret chest</i>
5th	<i>dispel evil and good, geas</i>

GILDED MEMBER

1st-level Arcane Cabal feature

As a fully-fledged member of your eldritch organization, you gain the following benefits:

Revenue Stream. At the end of each long rest, you gain a number of gold pieces equal to your warlock level + your proficiency bonus. As an action, you can commune with your patron to request an advance on a number of days' pay up to your Charisma modifier, instantly gaining the amount of gold for those days. You then lose the benefit of this feature until you finish a number of long rests equal to 1 + the number of days requested.

Proprietary Magick. As an action, you can expend a warlock spell slot and pay a fee in gold pieces equal to $2d4 \times$ the spell slot's level to cast any spell from the Arcane Cabal Expanded Spell list, even if you don't know it. The spell must be of a level you can cast. The fee is whisked through the ether to your patron's pocket. You must complete a short or long rest before you can use this feature again.

EXPANDED OPERATIONS

6th-level Arcane Cabal feature

You now have additional power and responsibility over the resources of the cabal, affording you the following benefits:

Summon Hirelings. Over 1 minute, you can perform a ritual to summon underlings in the employ of the cabal to assist you. You can summon a number of messengers or untrained hirelings up to your warlock level, or half as many skilled hirelings. A hireling you summon uses the statistics of a cultist provided in the *Monster Manual*, although it adds twice your Charisma modifier to its maximum and total hit points.

As your subordinates, hirelings require payment to carry out tasks, the rates of which are detailed in the Services section in chapter 5 of the *Player's Handbook*. If payment is not provided up front, the hirelings will vanish. Paid hirelings are friendly to you and your companions, and will help you as directed within their ability. They are willing to follow you into dangerous locales, but will not risk their lives for you unless persuaded and compensated to do so. In combat, hirelings roll their own initiative as a group. By default, their priority is to defend themselves or hide.

The hirelings remain until their task is complete, you cease paying them, or you dismiss them as an action. You can choose to dismiss individual hirelings or entire groups. Hirelings require new payment at dawn of each day, which you can magically provide to them wherever they are, as long as they are on the same plane of existence.



Tiefling warlock of an Arcane Cabal

Once you perform this ritual, you can't perform it again until you finish a long rest, unless you spend a warlock spell slot to do so again.

Occult Investment. As an action, you can invest a portion of your power in another. Choose one creature within 5 feet of you to grant one of your warlock spell slots. While the creature has the spell slot, it can use it to cast a spell that you know using your spellcasting ability modifier. If the spell slot is unused, it expires at the end of your next short rest.

As a bonus action, you can buy back the invested spell slot early by expending gold pieces equal to $2d4 \times$ the level of the spell slot. A spell cast using the invested spell slot gains one of the following bonuses (chosen by you when you cast the spell):

- +2 bonus to the spell attack roll
- +2 bonus to the saving throw DC of the spell when cast.
- Deals additional damage on one roll of the spell equal to twice your Charisma modifier.

You can benefit from one invested spell slot at a time. An invested spell slot that is not used loses its benefits at the end of your next long rest.

DELEGATE RESPONSIBILITY

10th-level Arcane Cabal feature

Your position offers you greater loyalty from those below you in the cabal, and can even shield you from the worst consequences of your actions. Whenever you summon skilled hirelings, they are now willing to fight for you, and will obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they aim to defend you as best they can. Hirelings within 60 feet of you add your Charisma modifier to their attack rolls.

In addition, when you take damage or become subject to a condition, you can use your reaction to choose a creature you can see within 30 feet of you. An unwilling creature must make a Wisdom save against your warlock spell save DC. On a success, this feature has no effect. Damage dealt to you by the triggering effect is reduced by a number equal to twice your warlock level. The reduced damage is dealt to the target creature instead, and one condition of your choice affecting you is transferred to the target for its remaining duration.

A creature summoned by one of your Arcane Cabal features or warlock spells can be targeted with this reaction when it is within 90 feet of you, whether or not you can see it.

Once you use this reaction, you can't use it again until you finish a short or long rest.

POWER BROKER

14th-level Arcane Cabal feature

The direct line to the cabal's coffers now threads through your fingers. You learn a ritual for exchanging gold, magic items, or magical power. You perform the ritual over the course of 10 minutes. If you are exchanging a magical item, you must remain in contact with the item for the duration of the ritual. You can't send an artifact or a sentient item in this way. When you complete the ritual, the item vanishes and you gain a number of gold pieces or regain a number of expended warlock spell slots (your choice) dependent on the item's rarity, as shown in the table below.

POWER BROKER EXCHANGE

Item Rarity	Gold Reward	Spell Slots
Common	50gp	0
Uncommon	250gp	1
Rare	2500gp	2
Very Rare	25,000gp	3
Legendary	250,000gp	4

Alternatively, you can spend gold or warlock spell slots to imbue a nonmagical item with the properties of a magic item that you have previously exchanged with this feature. The cost of gold or spell slots to imbue an item in this way is equal to the item's rarity as shown in the Power Broker Exchange table. The item must be of a type that can make use of the properties: for example, the properties of an *animated shield* must be applied to a shield. The properties last until the end of your next short rest.

You can perform this ritual up to five times. You regain all expended uses upon completing a long rest.

THE ENIGMATIC CHROMATA

whatever they found at the end of the rainbow, they aren't telling. Perhaps it is better not to know.

HIPPOCAMPER

You have been visited by the phenomenon of the Mysterious Colors: a force of vivid magic that shines across the universe – and even, some claim, all the multiverse. Its origins are unknown: although it is undoubtedly a vast intelligence, or perhaps, an emotion, that has been split into the visible wavelengths of light. A wizard after some experiment gone horribly right, a rare prismatic dragon, or some cosmic cohort of sentient shades from an alien shore... none can say. But all can see, as you have seen, its dazzling beauty.

EXPANDED SPELL LIST

ENIGMATIC CHROMATA EXPANDED SPELLS

Spell Level	Spells
1st	<i>chromatic orb, color spray</i>
2nd	<i>blur, nystul's magic aura</i>
3rd	<i>elemental weapon, protection from energy</i>
4th	<i>greater invisibility, wall of fire</i>
5th	<i>destructive wave, psychedelia</i> (a spell in chapter 3)
9th	<i>prismatic wall</i>

REFRACTED POWER

1st-level Enigmatic Chromata feature

The magic of your patron has been divided seven ways. Choose two colors from this spectrum of power to gain control over. Each color has an associated damage type and school of magic, as shown in the Patron's Colors table. The powers associated with each color are used by other features described later in this section.

When you reach certain levels in this class, you take control over additional colors: a total of three colors at 6th level, five colors at 10th level, and seven colors at 14th level. Whenever you gain control over additional colors, you can also replace one color you control with a different one.

PATRON'S COLORS

Color	Damage Type	School of Magic
Red	Fire	Evocation
Orange	Acid	Enchantment
Yellow	Lightning	Divination
Green	Poison	Necromancy
Blue	Cold	Abjuration
Indigo	Necrotic	Transmutation
Violet	Psychic	Conjuration

You also learn the *dancing lights* cantrip. It counts as a warlock cantrip for you, but it doesn't count against your number of cantrips known. When you cast this spell, the colors of light you can choose from correspond to the colors you have gained control over with this feature.

COLOR OUT OF PLACE

1st-level *Enigmatic Chromata* feature

You can stain space itself in your patron's colors. As a bonus action, you can create a 15-foot chromatic cube at a point you can see within 90 feet of you. The space inside the cube is filled with dim light tinted in one of the colors that you control, chosen when you create the cube. Everything within its space is visible only in shades of the chosen color. A creature inside the chromatic cube's space gains advantage on saving throws against spells from the school of magic associated with the cube's color, and resistance to the associated damage type. In addition, the only spells it can cast while inside the cube's space must be of the associated school of magic or deal the associated damage type.

A creature is unaffected by a chromatic cube if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

When you cast a warlock spell of the associated school of magic or damage type from inside a chromatic cube's space or that targets a creature inside a chromatic cube's space, roll 1d6. The spell gains a bonus to one damage roll, or to the spell save DC of the spell on the turn you cast it (your choice), equal to the number rolled.

A cube you create with this feature lasts for 1 hour. It vanishes early if you die, or if you create another cube of the same color within 90 feet of it.

You can use this feature a number of times equal to 1 + your proficiency bonus, and regain all expended uses when you finish a long rest.

TRANSMUTE TONE

1st-level *Enigmatic Chromata* feature

A light touch of your magic can tint simple items more permanently in shades of your preferred palette. As an action, you can touch a nonmagical object of size Small or smaller and change one or more of its colors to one of those you have control over. The changes last until you are incapacitated, or until removed by the *dispel magic* spell or similar magic.

CHROMATIC MOSAIC

6th-level *Enigmatic Chromata* feature

Your command over the color spectrum broadens. You can now use an action, rather than a bonus action, to expend a use of your Color Out of Place feature and create as many chromatic cubes as there are colors that you control. Each cube must be tinted a different color. You can arrange the cubes how you like, stacking them vertically or horizontally, though each cube must touch at least one other on a side.

As an action while you can see one of your cubes, you can energize it to unleash a magical effect upon any creatures or objects inside it. Each creature inside the cube must make a Constitution saving throw against your warlock spell save DC. The resulting effect depends on the color of the cube. When you energize a cube, it vanishes.

Red. A creature takes fire damage equal to 3d8 + twice your warlock level on a failed save, or half as much damage on a successful one. The energy ignites flammable objects in the area that aren't being worn or carried.

Orange. A creature takes 3d8 acid damage on a failed save, or half as much on a successful one. On a failed save, nonmagical armor worn by the target is partly dissolved and takes a permanent, cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Yellow. A creature takes 3d8 lightning damage on a failed save, or half as much on a successful one. On a failed save, a creature cannot take reactions until the end of its next turn.

Green. A creature takes 3d8 poison damage on a failed save, or half as much on a successful one. On a failed save, a creature is poisoned for 1 minute. It can repeat the save at the end of each of its turns, ending the condition on a success.

Blue. A creature takes 3d8 cold damage on a failed save, or half as much on a successful one. On a failed save, a creature has its movement speed reduced by 15 feet for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on a success.

Indigo. A creature takes 3d8 necrotic damage on a failed save, or half as much on a successful one. On a failed save, a creature is restrained until the end of its next turn.

Violet. A creature takes 3d8 psychic damage on a failed save, or half as much on a successful one. On a failed save, a creature is teleported to a point you choose within 5 feet of one of the cubes created by this feature.



SPECTRAL SHIMMER

10th-level *Enigmatic Chromata* feature

You can react to danger in a flash, subjecting attackers to a dizzying array of defensive magic. As a reaction when you are hit by a melee attack, you can deal 1d8 damage to the attacking creature for each of your patron's colors that you control. The damage of each d8 is the type associated with each color. If either you or the attacking creature are within the space of one of your chromatic cubes, the attacking creature takes an additional 2d8 damage of the cube's associated damage type.

If you roll an 8 on any of the dice, the creature that damaged you must succeed on a Constitution saving throw against your warlock spell save DC or become blinded until the end of its next turn.

A creature takes no damage if it can't see you, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

You can use this reaction once, and must complete a short or long rest before you can do so again, unless you expend a use of your Color Out of Place feature to use it again.

REFRACTION

14th-level *Enigmatic Chromata* feature

Having absorbed all seven strands of your patron's power, you now grow close to your own iridescent ascension. You learn the *prismatic spray* spell. It counts as a warlock spell for you and can be cast using your Mystic Arcanum feature, but it doesn't count against the number of spells you choose using that feature. You can also cast it once without using a spell slot, and you regain the ability to do so when you finish a long rest.

Whenever you would cast the spell, you can choose to bend its magic through your own body instead, causing you to refract into seven duplicates of colored light for 1 minute. Each duplicate represents one of your patron's colors and appears up to 30 feet away from you, connected to your body by a faintly shimmering beam of light. Your body glows white, shedding bright light in a 15-foot radius and dim light for an additional 15 feet. Each duplicate sheds colored light in the same radius. On each of your turns, you can move your duplicates up to your speed, although they cannot move more than 30 feet away from you or behind total cover. You must concentrate on this effect as if concentrating on a spell.

While the duplicates exist, you are immune to all damage except force damage. A duplicate's AC equals $10 + \text{your Dexterity modifier}$, and it has 1 hit point. A duplicate can be damaged only by the associated damage type of its color, or by a spell cast from the associated school of magic. It ignores all other damage, conditions, and effects. When a duplicate is destroyed, its light returns to you, and you can once again be damaged by the damage type or school of magic associated with the color of the destroyed duplicate. The effect ends when all of the duplicates have been destroyed.





WIZARD

Like any skill, spellcraft can be taught, practiced, and – possibly – perfected. Learned wizards can spend lifetimes in magical theory simply describing the vast reams of arcana they will never know. Specialization is often the pursuit of a budding mage: learn all that you can about that which no one else is looking at, and progress, however small, can be made. But there are always those who would rather muse upon the whole, however impossible it might be for one mind to encompass. Included below is a wizardly doctrine that looks to unusual research methods in order to examine as much of the Weave's work as possible.

OPTIONAL CLASS FEATURE

You gain class features in the *Player's Handbook* when you reach certain levels in your class. This section offers an additional feature that you can gain as a wizard. Unlike the features in the *Player's Handbook*, you don't gain the feature here automatically. Consulting with your DM, you decide whether to gain the feature in this section if you meet the level requirement noted in the feature's description.

DEDICATED STUDY

1st-level wizard feature, which replaces the Arcane Recovery feature

Brushing up on your fundamentals is good practice, even for advanced arcanists. Once per day when you finish a short or long rest, you can choose a school of magic to dedicate at least thirty minutes to studying. The school of magic must be one for which you have a spell in your spellbook that you can prepare (although you need not have it prepared). Once you complete this study, you gain a bonus to Intelligence (Arcana) checks made to examine spells or magical effects of the chosen school that lasts until the start of your next long rest. The bonus is equal to the number of spells of the chosen school in your spellbook that you can prepare, up to a maximum bonus equal to your Intelligence modifier.

ARCANE TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. The following Arcane Tradition is available to you, in addition to the options offered in the *Player's Handbook*, *Xanathar's Guide to Everything*, and *Tasha's Cauldron of Everything*.

SCHOOL OF THOUGHT

One can normally tell the training of a wizard by just how long they spend stroking their chin in consideration. Enchanters: barely ever at all. Illusionists: you might think they are. Diviners have well-polished jaws. And would you look at this one! Still going...

Proponents of this approach to the arcane avoid adhering to one specific field of study, and aim to keep an open mind. Such wizards are even willing to share knowledge with casters from very different traditions; all the better to build a holistic picture of magic. Keeping the formulae of so much spellcraft straight requires a highly organized mind: even more than other wizards, these scholars train their brains with an intensive rigor. Their mental architecture is, figuratively, awesome to behold. Information is carefully compartmentalized and filed away – even from the wizard's own conscious mind – in order to minimize distraction.

Scholars of thought are well aware that a single life's experience is inadequate to unlock the mysteries of the Weave. Through simple magic, they telepathically study the knowledge of others to help expand their own. Although they have garnered a reputation as ponderous thinkers, they make for reliable advisors and allies in any magical undertaking.

MEMORY PALACE

2nd-level School of Thought feature

Your mind holds the form of a well-structured building, through which you can move to browse or store memories. You have a number of rooms inside your memory palace equal to $1 + \text{your Intelligence modifier}$ (a minimum of one). Unless otherwise stated, you can empty a room of your memory palace at any time (no action required). You can utilize the rooms in one of the following ways:

- At the end of a long rest, you can store the details of a spell from your spellbook in an empty room. You always have this spell prepared while it is stored inside the room, and it does not count against the total number of wizard spells you prepare.
- When you cast a spell using the Ready action, you can use an empty room to hold the energy of the spell so that you do not need to maintain concentration to do so yourself. While the spell is stored in the room, you can continue to hold it ready until the specified trigger is met, you empty the room, or you use the Ready action again.
- You do not need to maintain concentration on casting a spell with a casting time longer than a single action or reaction while you have an empty room available.
- At the end of a short or long rest, you can create and store a false memory inside an empty room. The memory must be able to be expressed in twenty-five words or less. Part of you remains aware that the memory is false, but any creature that is able to access it will believe it to be legitimate. When you store a false memory within your memory palace, you can choose to leave the door to its room unlocked, allowing it to be seen as a surface thought by the *detect thoughts* spell and similar magic.
- At the end of a short or long rest, you can hide a true memory behind a locked door in an empty room. The memory must be able to be expressed in twenty-five words or less. While the memory is locked in the room, you have no knowledge of it whatsoever. Your mind fills in or dismisses any resulting gaps in logic. You can retrieve a memory locked in a room by browsing the rooms of your memory palace again at the end of a short or long rest.

OPEN BOOK

2nd-level School of Thought feature

You have learned to skim a well-read mind like any other tome. As a bonus action, you can focus your thoughts on a creature that you can see within 30 feet of you and attempt to peruse its magical knowledge. Make an Intelligence (Investigation) check. The DC equals $11 + \text{the level of spells you are hoping to peruse}$. On a success, you learn the name and effect of each spell of the chosen level or lower that the target can cast. If a spell you find appears on the wizard spell list, you can make a mental note of the spell's formula by storing it within an empty room of your memory palace.

You can add a spell you have stored in your memory palace in this way to your spellbook as normal if it is of a spell level you can prepare. The gold and time you must spend to copy a spell found in this way into your spellbook is halved.

HOLD THOUGHT

6th-level School of Thought feature

By opening the doors to your own spacious mind, you can ease the mental load of spellcasting for another. As a bonus action, you can choose a creature within 30 feet of you that is concentrating on a spell. If the target is unwilling, it can make an Intelligence saving throw against your spell save DC. On a success, this feature has no effect.

You maintain concentration on the target's spell in its stead by storing it inside an empty room of your memory palace. You can continue to concentrate on one other spell of your own while you have a spell stored in this way. If you lose concentration on either spell for any reason other than willingly choosing to end it, both spells end.

Once you concentrate on two spells at once, you must complete a short or long rest before you can do so again.

ENDURING EGO

10th-level School of Thought feature

When you are reduced to 0 hit points, you can temporarily transfer your consciousness into the mind of another creature within 60 feet of you. When you do so, your body is unconscious but stable as your mind divorces from it. You can maintain concentration on spells, making a Constitution saving throw as normal against the triggering damage to do so when you use this feature.

In this state you are intangible and cannot be targeted by any means. You cannot take any actions, bonus actions, or reactions, other than to use your Hold Thought or Open Book features. You perceive through your host creature's senses, and you gain the benefits of any special senses that it has. You can communicate telepathically with any other creature within 60 feet of it. Your telepathic utterances are in a language you know, and a creature understands you only if it knows that language. It can respond in kind. Your host is not aware of your presence unless you choose to communicate with it. If you choose to allow it to do so, the host can use your Intelligence saving throw modifier in place of its own whenever it is forced to make an Intelligence saving throw.

Your consciousness can persist in this state for up to 1 hour. If your body regains hit points, you immediately return to it if it is on the same plane of existence. When the effect ends, you die if you have not returned to your body.

SYMPATHETIC REVELATION

14th-level School of Thought feature

You can attempt to cast spells beyond your understanding by using the knowledge of another. As an action taken when you find a spell with a casting time of 1 action in a creature's mind using your Open Book feature, you can cast it at its lowest level. The spell chosen must be 5th-level or lower, but does not need to be on the wizard spell list.

The spell is cast as if by you, using your spell save DC, spell attack bonus, and spellcasting ability. If your target has a spell slot of the required level for the chosen spell, that spell slot is used instead of your own to cast the spell.

If the spell is a wizard spell and of a spell level you can prepare, you can immediately replace one of your prepared wizard spells with it.

Once you use this action, you must complete a long rest before you can do so again.



Firbolg Scholar
of Thought

ADDITIONAL PROFICIENCIES

The variety of skills, weapons, armor, languages, and tools that your D&D character can specialize in already covers an expansive array of scenarios. The additional options presented here provide depth for areas unexplored by the selection of proficiencies given in the *Player's Handbook*.

Languages

Two new languages are presented alongside the new races described earlier in this chapter: **Buzzword** and

Kobbledygook. If added to a game, both count as Exotic Languages, alongside those such as Abyssal, Celestial, and Deep Speech given in Chapter 4 of the *Player's Handbook*. Buzzword has no written component. If you wish to transcribe a message written in Kobbledygook, utilize a blend of Common, Draconic, Dwarvish and Elvish script to replicate its mish-mash nature.

A DM can also add **Sign** to the list of Standard Languages for a campaign. Typical speakers of the language come from many different cultures and races. Many creatures do not communicate verbally, and instead use Sign to speak with their hands and body. A creature needs to be able to see to discern what somebody is saying in Sign, and a creature signing needs at least one free hand to communicate with.

Sign can be considered a family of languages containing multiple dialects. Depending on the setting, there may be distinctions between Gnomish Sign and Human Sign, for example, or dialects of Sign used in different parts of the world. Creatures that speak different dialects of Sign can communicate with one another. Creatures proficient in Sign are also typically proficient in another Standard Language which they write in, using its alphabet.

Tools

As well as craft or repair an item, forge a document, or pick a lock, a tool can also be used to assist you in learning more about the world. As well as a new artisan's tool for representing candle makers, this section offers two tools for unraveling mysteries of the far beyond. The prices and weight of each tool, as for those described in Chapter 5 of the *Player's Handbook*, are summarized in the Tool table below.

Tools

Item	Cost	Weight
<i>Artisan's Tools</i>		
Chandler's supplies	8gp	6 lb.
Astronomer's instruments	50gp	10 lb.
Planarscope	500gp	5 lb.

This section details the components of each tool, as well as ways to use tools and skills together, and unique activities that can be undertaken with a tool with which you are proficient. For more on using tools in this way, including using tools and skills together, see Chapter 2 of *Xanathar's Guide to Everything*. Remember that proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability. The DM chooses an ability befitting the desired use.

ASTRONOMER'S INSTRUMENTS

Stargazing is a common pursuit of wizards, natural philosophers, and dreamers. Proficiency with astronomer's instruments assists you in studying the heavens, whether for signs of godly omen, tracking time, or for scientific curiosity.

Components. Astronomer's instruments include an astrolabe, a collapsible telescope fit for stargazing, star charts and notation papers, ink, quill, a compass, and a metal rule.

Arcana. This tool proficiency grants you additional insight into magical events or methods, such as certain rituals, connected with the positioning of heavenly bodies.

History. Your study of astronomy assists you in recalling historical events that synchronized with notable celestial alignments, including eclipses. You also have knowledge of possible prophecies linked to these alignments.

Religion. A number of religious and druidic rites are observed in accordance with the movement of the planets. Your proficiency with astronomer's instruments can grant you additional information on Intelligence (Religion) checks related to the significance of these celebrations.

Survival. In a pinch, the components of an astronomer's toolkit can substitute for navigator's tools, allowing you to be guided by the stars to avoid being lost at sea or in unfamiliar territory.

Stargaze. By spending at least one hour, which can be taken as part of a short or long rest, observing the heavens through your instruments, you can create a star map to study. You can make an Intelligence check while stargazing, or when studying the map later, to determine any discoveries you make about planets and stars you observe. You can also track orbiting objects, or study the cultural significance of constellations and other heavenly phenomena you map.

ASTRONOMER'S INSTRUMENTS

Activity	DC
Predict the trajectory of a meteor	10
Determine current position and date	10
Read an omen	15
Discover a new planetary body	20
Read a prophecy	25

CHANDLER'S SUPPLIES

Proficiency with chandler's supplies aids in the creation of fixed or portable lighting, soaps, paints, and the oils used in their creation. A chandler brings light and cleanliness to commoners and nobles alike through their products.

Components. Chandler's supplies contain bundles of twisted cotton strands for wicks, an earthenware pot for wax dipping, tongs for heating items over a flame, a sieve, a bowl for rendered fats, straining cloths, a candle holder, a pouch of hardwood ash, and wrapped packages of beeswax and tallow.

Animal Handling. Proficiency with this tool assists in checks made to soothe or navigate swarms or hives of bees and similar stinging insects.

Arcana. Proficiency with chandler's supplies offers a new perspective on Intelligence (Arcana) checks made to investigate the material components of spells or rituals where candles, oils, or organic fats are involved.

Investigation. This tool proficiency can aid in delicate investigative work through the use of wax to take imprints and temporary molds, as well as providing knowledge of household or ship layouts for lighting concerns.

Nature. Whether you typically work with beeswax or cheaper tallow, this tool proficiency supplies you with in-depth knowledge about the anatomy of various creatures and the uses for it, especially where fats are concerned.

Waxworking. You can use this tool proficiency to make and repair various fatty products, or contribute towards the creation of more complex items. With 10 minutes and your chandler's supplies, you can recycle five burnt down candles into one full candle with a duration of 1 hour. A character can also spend money to collect raw materials, which weigh 1 pound for every 50 gp spent. As part of a long rest, you can use chandler's supplies to make 10 candles or torches, one flask of oil, one vial of perfume, a cylinder of sealing wax, or 5 bars of soap. If the character works with another creature proficient in glassblower's tools or smith's tools, or is also proficient in one of those types of tools, they can craft one lamp over a long rest, or one lantern (bullseye or hooded) over 1 workweek. Subtract half the value of any created item from the total gp worth of raw materials you are carrying.

CHANDLER'S SUPPLIES

Activity	DC
Identify a scent in wax or perfume	10
Sculpt a rough dummy of an individual	10
Snuff out a lit fuse	15
Remove a wax seal without damaging it	15
Increase the luminosity of a fueled flame	15

PLANARSCOPE

A planarscope is an esoteric piece of equipment that allows a character proficient in its use to observe and analyze the energy of other planes in the multiverse. The study of the planes and their various theoretical models is something hotly debated by specialist scholars. More pressingly, the machinations of outsiders to the Material Plane are often behind calamities befalling it that adventurers are dispatched to fix. Being forewarned with extraplanar knowledge goes a long way to being forearmed against such beings.

Components. A planarscope's design is unique to its creator, but it typically comprises a series of discs made of refined gemstones that correspond with different planes. Most designs incorporate a shallow central scrying lens which the discs can be rotated into, and a brass dial for calibrating the scope. Only the most advanced planarscopes boast a full set of discs: most hold between three and eight.

Arcana. This tool proficiency grants you specialist insight when making Intelligence (Arcana) checks related to planar portals or the magic employed by extraplanar beings.

Nature. When analysing a creature native to a plane you can observe with this tool, your proficiency aids you in identifying its unique natural features and dangers.

Perception. Your proficiency with a planarscope helps you to spot all the tell-tale signs of a planar anomaly.

Persuasion. This tool proficiency grants you additional information about a creature's native plane you can use for leverage in conversation, if you have previously observed it.



Survival When on a plane you are not native to, your proficiency with a planarscope can help you to navigate an otherwise alien landscape.

Observe Plane. You can focus your planarscope to learn current information about locations on other planes. As an action, you can make an Intelligence or Dexterity check to use the scope to see into the Border Ethereal, or a point that you choose in another plane that you know of, using a disc corresponding to that plane. The DCs of the check are provided below. You can see in detail up to a mile in any direction from your vantage point, as if zooming in with a lens. The information you receive is purely visual. Any planar disturbances or portals within your sight are clearly highlighted to you in intense coloration. Whilst using the planarscope in this way, you have disadvantage on Wisdom (Perception) checks regarding your surroundings.

PLANARSCOPE

Activity	DC
See into the Border Ethereal	10
See into the Feywild or Shadowfell	15
See into an Elemental Plane	15
See into the Astral Plane	20
See into an Outer Plane	25

PRINCIPAL PROFICIENCIES

A principal proficiency represents training in a general skill it can be assumed most adventurers have to some degree. Just as with skills like Athletics, Medicine, or Stealth, some characters excel in these areas where others merely get by.

FINANCE PROFICIENCY

Any adventurer can make and spend their coin, but some are simply better at managing it than others. A character proficient with their finances reduces the cost of any

lifestyle expenses, food, drink, lodging, or hired services they engage by a number of silver pieces equal to their proficiency bonus (down to a minimum cost of 1 cp). You also add your proficiency bonus to any ability checks you make for investing in property or running a business. When you have 0 gp, you can make an Intelligence check using this proficiency to check for currency you have saved for a rainy day, receiving a number of gold pieces equal to the result of the check. Once you do so, you cannot access your savings again for 7 days.

READING PROFICIENCY

A character with proficiency in reading has likely spent some of their life studying literature or other written records in a formal setting, or is an avid reader with broad taste. Reading proficiency assists you in digesting Dynamic Books (as described in Chapter 4). It also allows you to add your proficiency bonus to Intelligence checks made to resolve the results of research or administrative work undertaken as a downtime activity, as well as Intelligence checks made to consider riddles or other puzzles derived from written text. When reading non-dynamic books with pre-determined reading times, such as a *tome of understanding* or a similar magic item, the time needed to read the book is reduced by a number of hours equal to your proficiency bonus.

RIDING PROFICIENCY

Riding a mount is one thing; riding it into battle is another thing entirely. Characters proficient in riding have the necessary training to perform difficult stunts and maneuvers with their mount and from atop the saddle. With this proficiency, your mount can apply your proficiency bonus to its AC and saving throws, as well as ability checks made to navigate difficult terrain or turn a sharp corner. You add your proficiency bonus to any ability checks you make to attempt a tricky acrobatic or athletic feat while riding, as well as to Dexterity saving throws made against being dismounted. If you are already proficient in Dexterity saving throws, your proficiency bonus is doubled for these saves.

When a creature you are riding takes the Dash action, you can urge it on to increase the total speed for its turn by a number of feet equal to $5 \times$ your proficiency bonus. A mount can increase its speed in this way a number of times equal to its Constitution modifier (a minimum of once) and regains all expended uses when it finishes a long rest.

VARIANT: SPLIT RIDING PROFICIENCIES

As with vehicle (land or water) proficiencies, a DM may decide that it makes narrative sense to subdivide riding proficiencies into several categories. Riding (land creatures), riding (water creatures), and riding (air creatures) is one option. If a setting allows for multiple kinds of creature types to be used as mounts, then riding proficiency can be split among creature types to represent the unique training required for controlling mounts with different kinds of physiology. Most player characters are likely to have riding (beast) proficiency or riding (monstrosity) proficiency if they are trained with a mount under this variant rule.

GAINING THESE PROFICIENCIES

The additional languages and tool proficiencies offered in this chapter can be gained through any method that allows a selection of a new tool or language, be that racial trait, a class feature, or training. **Chandler's supplies** are sold wherever

other artisan's tools are available. **Astronomer's instruments** and **planarscopes** are less common, and are likely to be available for purchase only in large cities or centers of study.

A surefire way to add these proficiencies to your character's repertoire is to use the Customizing a Background option given in Chapter 4 of the *Player's Handbook* to exchange one or more of these options for those granted by default through your Background.

If your DM wishes to use **principal proficiencies** in your campaign, work with them to determine whether or not your character has one. If you are customizing a background, any of these proficiencies can replace a tool, skill or language proficiency if you wish; however, certain characters should gain them by default as an extension of their other features.

- Guild Merchants (from the Guild Artisan background), Jewelist or Warlord fighters, Quartermaster's Cuisine or Rare Cuisine gourmets, Mastermind rogues, Arcane Cabal warlocks, and Divination wizards all have strong narrative grounding to gain finance proficiency.
- Acolytes, Nobles, Sages (or custom backgrounds with the Researcher background feature), bards from the Colleges of Lore or the Quill, certain monks, warlocks with the Pact of the Tome boon, and all wizards have strong narrative grounding to gain reading proficiency.
- Knights (from the Noble background), some Outlanders or Soldiers, Circle of the Shepherd druids, bards of the College of Valor, clerics of the Travel or War Domains, Cavalier fighters, certain paladins, Beast Master rangers, Scout or Smuggler rogues, and War Magic wizards all have strong narrative grounding to gain riding proficiency.

Choices in a character's backstory should also be taken into consideration when assigning principal proficiencies. As with all optional rules, the DM's discretion is final.

RAEITHOR AND MAGS: TWO APPROACHES

Consider the following two characters as examples of finding principal proficiencies in different elements of character creation.

Raeithor is a half-elf who grew up in his human father's village, learning under him as an apprentice farrier. Taking the Guild Artisan background, Raeithor's player decides he will be proficient with smith's tools. The DM and player conclude that a farrier would be well-trained with horses: Raeithor gains riding proficiency as an additional part of the proficiencies gained from his background. Later in life, Raeithor takes up wizardry, but he eschews the ivory tower learning of his elven ancestors and strikes out on a journey to gather knowledge from local hedge mages. The DM and player therefore conclude that he doesn't have the same reading proficiency as a formally trained wizard.

Mags is a tiefling rogue from the campaign's capital with the Thief archetype and the default Urchin Background. They spent their youth breaking into the city library for a warm place to sleep, and endlessly scoured the shelves for some escapism by candlelight. The DM and Mags' player agree that they are an excellent candidate for reading proficiency due to their backstory.

A FEAST OF FEATS

New feats are presented here in alphabetical order for groups that use them. As well as general feats, several racial feats are included here, each associated with a race from the first section of this chapter. A racial feat represents either a deepening understanding of cultural history connected with your people, or a physical transformation that brings you closer to an aspect of your race's lineage.

Racial feats associated with races from the *Player's Handbook* can also be found in Chapter 1 of *Xanathar's Guide to Everything*. If your DM allows those feats, then the half-dwarf described earlier in this chapter is eligible for the Dwarven Fortitude, Squat Nimbleness, and Prodigy feats.

ADVENTUROUS CHEF

Replaces the Chef feat found in Tasha's Cauldron of Everything

Time spent mastering the culinary arts has paid off, granting you the following benefits:

- You gain proficiency with cook's utensils if you don't already have it.
- You can utilise creature parts for food by cooking with ingredient dice. With cook's utensils, a dagger, or a weapon that deals slashing damage in hand, you can begin the process of harvesting ingredient dice from the remains of a creature within 5 feet of you, so long as it died within the last 24 hours and is one of the following types of creature: aberrations, beasts, dragons, elementals, fiends, fey, giants, humanoids, monstrosities, oozes, or plants. The process takes 1 minute per creature, at the end of which you gain an ingredient die equal to the size of its Hit Dice. In addition, at the end of a long rest you gain two ingredient dice, which are d4s.
- You can stock a maximum of 2 ingredient dice (these ingredient dice do not count towards any maximum limit on stock you have from another source). If you exceed your maximum when you gain a new ingredient die, you must discard stocked dice until you no longer exceed it.
- At the end of a short or long rest, you can expend these ingredient dice to prepare special food for a creature within 30 feet of you, granting it temporary hit points equal to the number rolled on the ingredient die. These temporary hit points can be added to any granted by another feature of yours that expends ingredient dice.
- Any creature that eats your food made using ingredient dice and spends one or more Hit Dice to regain hit points during a short rest regains extra hit points equal to your Wisdom modifier (a minimum of 1).

BODY OF WERK

Prerequisite: Kobblek bearing the body part of another race associated with a feat you wish to use

Your body is a biological tapestry, and with time and practice you are able to unlock the best of its potential. Choose one feat with a prerequisite of a race. You must possess a body part of the prerequisite race through either your Anatomical Heirloom feature or your Graftwerk feature. While you retain the appropriate body part, you ignore the prerequisite of the chosen feat and gain its benefits. A feat that enhances a

specific biological feature requires you to have a body part that includes that specific biological feature (such as lungs that generate a breath weapon for the Dragon Fear feat).

Detaching the matching body part using your Uncouple Appendage feature, if you are capable of doing so, does not count as losing the prerequisite for the chosen feat.

You can select this feat multiple times. Each time you do so, you must choose a body part that has not yet been matched with a feat through this method. You can gain the benefits of each feat chosen through this method only once.

CRAFT ELF MAGIC

Prerequisite: Elf (craft) or Gnome (craft)

You add a set of industrious magics to your toolbox. You learn one artificer cantrip of your choice. You also learn the *unseen servant* and *heat metal* spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. Intelligence is your spellcasting ability for all three spells.

EYE SPY

Prerequisite: Kobblek

Extensive exercise with your disembodied limbs has allowed you to stretch the range and complexity of your connection:

- The speed of your detached hand or arm when using your Uncoupled Appendage feature is doubled, and it gains a bonus to its Armor Class and Dexterity (Stealth) checks equal to your proficiency bonus.
- You can now command your uncoupled appendage so long as you are within 300 feet of it.
- Whenever you use your Uncouple Appendage feature, you can spend an additional Hit Die to detach an eye to send with the appendage. The eye is a Tiny object with an AC of 5 and 1 hit point. It has a movement speed of 0, but it imposes no penalty on the appendages movement speed when carried. You can continue to see through the eye while it remains within range of your commands. You can reattach your eye as part of the same action you use to reattach your uncoupled appendage.

Adventurous Chef



FATED

Replaces the *Lucky* feat found in the Player's Handbook

Fate seems to turn dramatically around you, granting unlikely reprieves even as it promises to reap a high toll.

- Whenever you make an attack roll, an ability check, or a saving throw, you can prematurely gain a death saving throw failure to cause the roll to succeed, unless you would have been unable to succeed on the roll normally with a 20 on the die. You can choose to take on this failure after you roll the die, but before the outcome is determined. Unlike normal, the number of death saving throw failures you accrue in this way is not reset to zero when you regain hit points or become stable.
- You can also choose to prematurely gain a death saving throw failure in this way when an attack roll is made against you, causing it to miss. If more than one creature attempts to influence fate in this way, the influences cancel each other out; the roll is resolved as normal.
- You can prematurely gain up to three death saving throw failures using this feature. If you are reduced to 0 hit points while you have three failures accrued, you instantly die. The number of failures you have accrued is reset to zero when you finish a long rest.

GAMBLER

Your itch for high-stakes speculation grants you the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You gain proficiency in three types of gaming sets of your choice.
- When you roll initiative, you can choose a number between 2 and 19 as your lucky number. Once per combat when you make an attack roll and the roll on the d20 equals your lucky number, you can cash it in, turning the roll into a critical hit. Add the ability modifier of the score increased by this feat to the damage of the attack. If initiative ends and your lucky number did not appear, you take psychic damage equal to your level, and you cannot choose that number again until you finish long rest.

GILDED SKIN

Prerequisite: Aulter, Dwarf (primordial), or Genasi (earth)

The ore that coats your veins is as beautiful as it is tough. You gain the following benefits:

- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- Your skin hardens into a gleaming defense. While you aren't wearing armor, you can calculate your AC as $13 +$ your Constitution modifier. You can use a shield and still gain this benefit.
- While you aren't wearing armor, you can use your Constitution modifier, instead of Charisma, for ability checks using the Deception, Performance, and Persuasion skills. You can use a shield and still gain this benefit.



A gambler cleans up
in a street game of dice

INFUSION ADEPT

Prerequisite: Spellcasting or Pact Magic feature, or proficiency in one type of artisan's tool.

Matching your skill in craftsmanship or magic with curiosity in the other, you have experimented with enhancing items: you learn two Artificer Infusion options of your choice from the artificer class. If the infusion has a prerequisite of any kind, you can choose that infusion only if you're an artificer who meets the prerequisite.

Whenever you gain a level, you can replace one infusion you know with another one from the artificer class.

You can touch one nonmagical object at the end of a long rest and imbue it with one of your artificer infusions learned in this way, turning it into a magic item. See the artificer class in Chapter 1 of *Tasha's Cauldron of Everything* for how infusions work. You can infuse only one nonmagical object at a time (if you're an artificer, this does not count towards the maximum number of objects you can infuse). If you try to infuse a new item, the first infusion immediately ends, and then the new infusion applies.

MOTES OF MISCHIEF

Prerequisite: Fairy

Taking a leaf from your pixie cousins, you have concocted fresh fun and mischief to be spread by the magic of your fairy dust. You gain the following benefits:

- You can cast the *sleep* spell at 2nd-level, targeting only those creatures within 5 feet of a light created by your *dancing lights* cantrip that can see it. Once you cast the spell in this way, you cannot do so again until you complete a long rest.
- When you cast *levitate* using your Fairy Dust feature, you can turn one creature affected by the spell invisible for the duration. The invisibility ends if the target attacks, casts a spell, or touches the ground. Any equipment the creature wears or carries is invisible with it.

OCCULT INVESTIGATOR

You have mired yourself in the study of byzantine beings, and developed a nose for tracking the magic they employ. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- Choose three schools of magic. You can always sense the presence of magic from the chosen schools as if by the *detect magic* spell, and you have a +5 to any Intelligence check you make regarding magic from those schools.
- When a creature casts a spell that causes it to vanish from your sight, you can use your reaction to make an Intelligence (Investigation) check against the creature's spell save DC. On a success, you track the creature's path through the Weave and determine its location if it is within 300 feet of you, or the direction of its travel if it is not.

PICKLOCK

Prerequisite: Dexterity 13 or higher

You have practiced the art of self-determined exit and entry. You gain the following benefits:

- You gain proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make with them, unless they are already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.
- You can use a bonus action, instead of an action, to use your thieves' tools to attempt to unlock a door, disarm a trap, or similar. If the attempt is successful, you can move up to 5 feet as part of the same bonus action.
- After successfully using your thieves' tools to unlock a door, disarm a trap, or similar, you can easily reset the mechanism to secure the secrecy of your passage. Any ability check you make related to the mechanism for the next 24 hours has its DC reduced by 10 for you.

PLANESTOUCHED

By a connection of birth or as a result of your strange travels there, you have been marked by the indelible influence of a land beyond the Prime Material Plane. Choose a plane of existence (for example, one of the Inner Elemental Planes) and one of the following damage types associated with the chosen plane: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder. You learn one language associated with your chosen plane, and you gain resistance to your chosen damage type.

You lose this resistance when you have taken damage of the chosen type a number of times equal to your Constitution modifier (a minimum of once), and regain it again after completing a long rest.

ROLLING THUNDER

Prerequisite: Pangong

You can lend your tumbling momentum to a cannonballing assault. When you move at least 10 feet while curled up on your turn, you can take the Attack action while in your defensive ball. The only attacks you make while in the ball are unarmed strikes that deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. For every 5 additional feet you move before making an attack in this way, you gain a +1 bonus to the attack and damage rolls on the attack.

ROYAL COMMISSION

Prerequisite: Hivebody

Your queen has taken inspiration from the outside world, and can motivate the drones of the hive to create substances and structures that were previously beyond their understanding. At the end of each long rest, choose one of the following spells: *find familiar*, *goodberry*, or *web*. You can cast the chosen spell once, and regain the ability to do so the next time you choose it after finishing a long rest. When you cast each of the spells, they are subject to the following changes:

- A familiar you create by casting the *find familiar* spell in this way is made of the same materials as your body, and animated by a group of your drones in a facsimile of its chosen form. As an extension of yourself, its creature type is humanoid. The familiar drops to 0 hit points at the end of a long rest as the drones rejoin your body to recuperate.
- A creature that willingly eats a berry you create when casting the *goodberry* spell in this way regards you warmly for 10 minutes, and is charmed for the duration.



A terrain savvy fighter pulls their ally into cover while they consider their next move

- When you cast the *web* spell in this way, you can expend two of your Hit Dice to command a group of drones forth from your body to assist with its creation. If you do so, the spell does not require concentration for that casting.

SEETHING SWARM

Prerequisite: Hivebody

Your drones have been drilled to defend the hivebody with vigorous ferocity. You gain the following benefits:

- Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- Whenever you use your Incensed Host feature, the mass of swarming drones grants you a bonus to your AC equal to half of your Constitution modifier (rounded up).
- When you have no uses of your Incensed Host feature remaining, you can expend two of your Hit Dice to use the feature again. When used in this way, the swarm of drones lasts until the end of your next turn.

STRONG-ARM

Replaces the Grappler feat found in the Player's Handbook
Prerequisite: Strength 13 or higher

You've developed an iron grip for grappling in close quarters. You gain the following benefits:

- You have advantage on attack rolls and Charisma (Intimidation) checks against a creature you are grappling.
- When you take the Attack action, you can replace one of your attacks with an attempt to restrain a creature grappled by you. To do so, make another grapple check.

If you succeed, the creature is restrained until the start of your next turn so long as it remains grappled by you.

TALENTED LINGUIST

Replaces the Linguist feat found in the Player's Handbook if using the alternative language proficiency rules in Chapter 4

You have studied languages extensively, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You have advantage on Intelligence (Language) checks.
- Choose up to three languages you know. Your proficiency level in each of the chosen languages increases by one.
- When you spend your downtime Training to increase your level of language proficiency, you halve the number of workweeks required to achieve the next level of proficiency in the trained language.

TERRAIN SAVVY

Prerequisite: Wisdom 13 or higher

You make the best out of any battlefield, and take any moment you can to catch your breath in the middle of a skirmish.

- Half cover counts as three-quarters cover for you.
- When you gain cover from a hostile creature, you can spend a number of Hit Dice up to your Wisdom modifier to heal yourself. Roll the dice, add your Constitution modifier to the result, and regain a number of hit points equal to the total (minimum of 1). You must finish a short or long rest before you can heal yourself in this way again.

TRACKER

Prerequisite: Constitution or Wisdom 13

You doggedly track your quarry over the most hostile landscapes. You gain the following benefits:

- You gain proficiency in the Survival skill. Your proficiency bonus is doubled for Wisdom (Survival) checks made to track creatures, unless these checks are already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.
- While tracking other creatures, you learn their exact number, their sizes, and exactly how long ago they passed through the area.
- You can ignore the effects of exhaustion while tracking other creatures for a number of hours equal to 1 + your Constitution modifier (a minimum of 1 hour).
- The first time you target a creature you have been tracking within the last 24 hours with an attack, the attack scores a critical hit on a roll of 19 or 20.

TWINNED WEAPON MASTER

You excel at fighting with paired weapons, gaining the following benefits:

- When you hit a creature with an opportunity attack made using a one-handed melee weapon or an unarmed strike, you can make a second attack against it using two-weapon fighting or an unarmed strike as part of the same reaction.
- Once per turn when you use a bonus action to attack with two-weapon fighting or unarmed strikes and you miss or score a critical hit with one of these attacks, you can make one additional attack with the same weapon or unarmed strike as part of the same bonus action.

VERSATILE COMBATANT

You have mastered the balance of versatile weapons in combat, changing grip and switching your stance to take advantage of each new moment of offense and defense. You gain the following benefits:

- You have advantage on contested ability checks and saving throws made against being disarmed.
- You can use the larger damage die when attacking with a versatile weapon that you are proficient with, even when wielding it with one hand.
- If you use the smaller damage die for each attack you make with a versatile weapon that you are proficient with on a turn and are wielding no other weapons or shields, you gain a +3 to your AC against the first attack made against you before the end of your next turn.
- If you wield a versatile weapon that you are proficient with two-handed, you add +5 to the damage of the first attack you make with it before the end of your turn.

WEAPON SPECIALIST

Replaces the Weapon Master feat found in the Player's Handbook

You have practiced extensively to master a personal selection of weapons, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with four weapons of your choice. Each one must be a simple or a martial weapon. Attacks made with these weapons are never made at disadvantage due to the heavy property. When you make an attack with one of your chosen weapons, you can use the ability modifier of the score increased by this feat, instead of its usual modifier, for the attack and damage rolls.
- When you make an attack using your Strength modifier with one of your chosen weapons, you can cause the attack to cleave or pierce through your target, dealing damage equal to your Strength modifier + your proficiency bonus to a different creature of your choice that you can see within 5 feet of it.
- When you make an attack using your Dexterity modifier with one of your chosen weapons, you can prevent the attack from being affected by disadvantage. You can do so a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

WELL OF INSPIRATION

Prerequisite: Sigathur

You can give back more of the inspiring energy that nourishes you to your companions. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- The dice rolled whenever you use your When Inspiration Strikes or Thoughtful features become equal in size to your Hit Die.
- When you have no uses of your When Inspiration Strikes or Thoughtful features remaining, you can expend two of your Hit Dice to use the feature again. Once you do so, you must complete a short or long rest before you can use the feature in this way again.

ZEN WARRIOR

Through deep meditation, you have learned to harness your inner power, channeling it to accomplish incredible acts of physical poise:

- You learn one feature fueled by ki points, chosen from the options described in the Ki feature of either the monk class or the mystic class. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace the chosen feature with another one from the chosen class.
- You gain 2 ki points to spend on your features (these points are added to any ki points you have from another source). You regain all spent ki points when you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.



An unfortunate foe roils
inside a *conjure cauldron* spell.

CHAPTER 3

ENCHANTED ESSENTIALS

For the denizens of countless D&D worlds, magic is commonplace. It might not be something they use themselves, but it has surely shaped their lives; wielded by powerful figures in sagas that rewrote nations or even continents; at the heart of diverse fields of study, methods of transport, or industries of trade. And there is magic in the wild of such worlds that is quiet, and old, around which stories spread and traditions grow to endure. For some citizens, magic has seeped into every part of their ordinary lives: their work, their leisure, their cooking and cleaning – another everyday utensil in the drawer. Through the use of spells and magic items imbued with power, creatures and adventurers across the worlds utilise magic to achieve deeds grand and small. This chapter is all about these things: the magic that you can hold in your own hands.

The chapter first presents new spells for player characters and monsters to use. The chapter then offers a selection of new magic items inspired by fantastical cooking. Some are child's play to find, while others are known only in legend.

The DM decides how the options in this chapter appear in a campaign. Discuss together which options you'd like to use.

SPELLS

Level	Spell	School	Conc.	Ritual	Class
0	Belay	Enchantment	No	No	Bard, Sorcerer, Warlock, Wizard
0	Measure	Divination	No	No	Artificer
1st	Deluge	Conjuration	No	No	Artificer, Bard, Druid, Ranger, Wizard
1st	Racket	Conjuration	No	No	Artificer, Bard, Wizard
1st	Spark	Evocation	Yes	No	Artificer, Sorcerer, Wizard
1st	Wildergeist	Transmutation	No	No	Ranger
1st	Wind's Whisper	Divination	No	No	Druid, Ranger
2nd	Call to Repast	Evocation	No	No	Cleric, Druid, Ranger
2nd	Discord/Harmony	Evocation	No	No	Cleric, Paladin
2nd	Lockstep	Transmutation	No	No	Bard, Paladin, Ranger
2nd	Playful Rime	Conjuration	Yes	No	Bard, Wizard
3rd	Conjure Cauldron	Conjuration	Yes	No	Artificer, Druid, Warlock, Wizard
3rd	Fracture	Conjuration	No	No	Sorcerer
4th	Molten Wroth	Transmutation	Yes	No	Druid, Sorcerer
4th	Sublime	Transmutation	No	No	Artificer, Sorcerer, Wizard
5th	Famine	Necromancy	No	No	Cleric, Sorcerer, Warlock, Wizard
5th	Psychedelia	Illusion	No	No	Druid, Ranger, Wizard
5th	Veins of the Earth	Transmutation	No	No	Druid, Sorcerer
6th	Omen	Divination	No	No	Cleric, Warlock
7th	Magic Word	Abjuration	No	No	Bard, Cleric, Wizard
8th	Vainglory	Enchantment	No	No	Bard, Cleric, Sorcerer, Warlock
9th	Tithe	Abjuration	No	No	Bard, Cleric, Warlock, Wizard

SPELLS

Magic, like cooking, is a method for the creation of wonder. And like age-old recipes handed down as heirlooms, ancient spells and secrets also travel and change over boundaries and generations.

HIPPOCAMPER

This section contains new spells that a DM may add to a campaign, making them available to player character and monster spellcasters alike. The Spells table lists the new spells, ordering them by level. The table also notes a spell's school of magic, whether it requires concentration, whether it bears the ritual tag, and which classes have access to it.

If you'd like to use any of these spells, talk to your DM, who may allow some, all, or none of them.

BELAY

Enchantment cantrip

Casting Time: 1 reaction, which you take when a creature receives a non-magical order or instruction that you can hear.

Range: 30 feet

Components: V

Duration: Instantaneous

You throw your voice at a creature you can see within range. If the target can hear you, it must make a Wisdom saving throw. On a failed save, it believes that the triggering order has been withdrawn, and its speed is reduced by 5 feet until the start of your next turn. On a successful save, it gains advantage on saving throws against this spell for 24 hours.

CALL TO REPAST

2nd-level evocation

Casting Time: 1 action

Range: Self (5 feet)

Components: V, S, M (a portion of food worth at least 3sp, which the spell consumes)

Duration: 1 minute

You cause a portion of food you present to overflow with vital energy. As part of casting this spell, you call an invitation audible out to 300 feet. Until the spell ends, whenever a creature that heard your call moves within 5 feet of you for the first time on a turn or starts its turn there, it draws nourishment from your offered repast and regains hit points equal to one roll of its Hit Die + your spellcasting modifier. The spell cannot heal constructs. The repast can heal up to six times before being consumed by its own energy.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the repast can heal one additional time for each slot level above 2nd.

CONJURE CAULDRON

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (the meat of a bog snake, a newt's eye, and a frog's toe)

Duration: Concentration, up to 1 hour

You manifest an immense iron cauldron filled with bubbling fluid on a solid surface you can see within range. The cauldron is a Large magical object with a radius of 5 feet. Each creature in the area must succeed on a Dexterity saving throw or become trapped in the cauldron. On a success, a creature is pushed to an unoccupied space outside of but next to the cauldron. The cauldron has an AC of 19 and 30 hit points. It is resistant to acid and fire damage, and immune to poison damage and psychic damage and all conditions. If the cauldron takes fire damage, any creatures trapped inside it take the same amount of damage. If the cauldron takes cold damage, any fire damage dealt by the cauldron is reduced by 2d4 until the start of your next turn.

When reduced to 0 hit points, the cauldron is destroyed and spills its contents, creating an area of difficult terrain on the ground 10 feet in all directions that lasts for 1 minute.

A creature that enters the cauldron for the first time on its turn or starts its turn there takes 2d12 acid or poison damage (your choice when you cast the spell) and 2d4 fire damage.

A creature trapped in the cauldron can use its action to make a Strength check against your spell save DC. On a success, it frees itself and climbs out into an unoccupied space next to the cauldron.

As an action, a creature can attempt to place a creature it is grappling or an object it is carrying into the cauldron, so long as there is space inside for the creature or object. A creature being placed into the cauldron must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by the Strength (Athletics) check of the acting creature to avoid being placed into the cauldron.

Until the spell ends, you can use your action on each of your subsequent turns to swirl the cauldron, causing creatures trapped inside to have disadvantage on their next Strength check made to climb out.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the acid or poison damage increases by 1d12, the fire damage increases by 2d4, and the cauldron's hit points increase by 10 for each slot level above 3rd.

DELUGE

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (a bucket)

Duration: Instantaneous

A shockingly sudden burst of water soaks a creature or object you can see within range. The water extinguishes candles, torches, and similar unprotected flames carried by the target. The target must succeed on a Constitution saving throw or be unable to take reactions until the end of its next turn.

If the target is wearing or made of cloth, fur, wood, or other absorbent materials, it is soaked through with the water. A soaked creature has disadvantage on saving throws against spells or effects that deal cold damage or made to resist the effects of extremely cold environments. Whenever it takes cold damage, a soaked creature takes 1d8 additional damage.

A soaked creature dries out if it takes fire damage or remains within 5 feet of a source of substantial heat, such as a campfire, or fire created by the *produce flame* spell or similar magic, for 1 minute.

DISCORD / HARMONY

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: M (a small pair of brass scales)

Duration: Instantaneous

You connect the spiritual centers of two creatures you can see within range. If either target is unwilling, it can make a Charisma saving throw. On a success, the spell has no effect.

The alignments of the two targets weigh against one another, resulting in discord or harmony depending on how closely aligned the two creatures are. Souls in harmony regain hit points as shown on the matrix below. Souls in discord take necrotic damage (if the target is evil), force damage (if the target is neutral), or radiant damage (if the target is evil) from the tension, as shown on the matrix below.

This spell has no effect if one of the targets is unaligned.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing or damage increases by 1d6 for each slot level above 2nd.

DISCORD / HARMONY MATRIX

Target Alignment	Lawful Good	Neutral Good	Chaotic Good	Lawful Neutral	Neutral	Chaotic Neutral	Lawful Evil	Neutral Evil	Chaotic Evil
Lawful Good	3d6 (heals)	2d6 (heals)	1d6 (heals)	1d6 (heals)	1d4 (heals)	1d6 (harms)	1d6 (harms)	2d6 (harms)	3d6 (harms)
Neutral Good	2d6 (heals)	3d6 (heals)	2d6 (heals)	1d4 (heals)	1d6 (heals)	1d4 (heals)	2d6 (harms)	1d6 (harms)	2d6 (harms)
Chaotic Good	1d6 (heals)	2d6 (heals)	3d6 (heals)	1d6 (harms)	1d4 (heals)	1d6 (heals)	3d6 (harms)	2d6 (harms)	1d6 (harms)
Lawful Neutral	1d6 (heals)	1d4 (heals)	1d6 (harms)	3d6 (heals)	2d6 (heals)	1d6 (heals)	1d6 (heals)	1d4 (heals)	1d6 (harms)
Neutral	1d4 (heals)	1d6 (heals)	1d4 (heals)	2d6 (heals)	3d6 (heals)	2d6 (heals)	1d4 (heals)	1d6 (heals)	1d4 (heals)
Chaotic Neutral	1d6 (harms)	1d4 (heals)	1d6 (heals)	1d6 (heals)	2d6 (heals)	3d6 (heals)	1d6 (harms)	1d4 (heals)	1d6 (heals)
Lawful Evil	1d6 (harms)	2d6 (harms)	3d6 (harms)	1d6 (heals)	1d4 (heals)	1d6 (harms)	3d6 (heals)	2d6 (heals)	1d6 (heals)
Neutral Evil	2d6 (harms)	1d6 (harms)	2d6 (harms)	1d4 (heals)	1d6 (heals)	1d4 (heals)	2d6 (heals)	3d6 (heals)	2d6 (heals)
Chaotic Evil	3d6 (harms)	2d6 (harms)	1d6 (harms)	1d6 (harms)	1d4 (heals)	1d6 (heals)	1d6 (heals)	2d6 (heals)	3d6 (heals)





FAMINE

5th-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: S, M (a handful of salt mixed with soil)

Duration: Instantaneous

You inflict desperate starvation upon every creature in a 20-foot cube centered on a point you choose within range. Each creature in the cube must make a Constitution saving throw. Constructs and undead aren't affected. A creature makes this saving throw with disadvantage if it hasn't eaten for 8 hours or more. On a failed save, a creature gains 1 level of exhaustion and expends 6 of its own Hit Dice, taking necrotic damage equal to the number rolled. On a success, a creature expends half as many Hit Dice, taking necrotic damage equal to the number rolled.

If a creature has no Hit Dice remaining to expend when it fails its save against this spell, it takes no damage, and instead gains one additional level of exhaustion.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, targets expend two additional Hit Dice for each slot level above 5th.

FRACTURE

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: 1 round

You impact reality with the brute force of your magic, creating a line of jagged warping space 15 feet long and 5

feet wide originating from a point you can see within range. Each creature in the line must make a Dexterity saving throw. A creature takes $8d4$ force damage on a failed save, or half as much damage on a successful one.

The first creature that uses its movement to pass into the fracture before it vanishes teleports to an unoccupied space it can see within 60 feet of itself, and then the fracture heals.

LOCKSTEP

2nd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: S, M (a strip of tough cloth or ribbon)

Duration: 10 minutes

You magically match pace with a creature you can see within range. Until the spell ends, whenever the creature uses its speed to move at least 5 feet, you can use your reaction to move up to your speed in the same general direction. If you end your movement within melee range of the target, you can make one melee weapon attack against it as part of the same reaction. The spell ends if the target is ever outside the spell's range or if it has total cover from you.

MAGIC WORD

7th-level abjuration

Casting Time: 1 minute

Range: Self (1000 feet)

Components: V, M (a platinum tablet engraved with the word you wish to abjure worth at least 500 gp)

Duration: 10 days

You speak a single word, which must be a proper noun that you understand the meaning of, and charge it with the force of your magic. For the spell's duration, whenever a creature within 1000 feet of you speaks the word aloud, you become aware of its utterance and the precise location that the word was spoken. As a reaction, taken once the word has been spoken, you can deal 2d6 force damage to the speaker and prevent them from speaking until the end of their next turn.

The spell ends if you cast it again or dismiss it as an action.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the radius of the spell's area increases; to 1 mile when cast using a 8th level spell slot, and to 500 miles when cast using an 9th level spell slot.

MEASURE

Divination cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S, M (a melee weapon or an artisan's tool worth at least 1 sp)

Duration: Instantaneous

You brandish the weapon or tool used in the spell's casting and make a melee weapon attack with it against one creature or object within 5 feet of you. A tool used with this spell is an improvised weapon with which you are proficient. On a hit, the target suffers the weapon attack's normal effects, and you analyze the magical feedback from the blow to learn one of the following values attributed to the target:

- One saving throw modifier
- Exact dimensions of the target in feet
- Armor Class
- Number of Hit Dice
- Movement speed
- Creature type

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 2d4 force damage to the target on a hit, and you can select one additional attribute to measure when the spell is cast. The number of attributes you can choose and the number of d4s dealt both increase by 1 again at 11th level (3 total) and again at 17th level (4 total).

MOLTEN WROTH

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: S, M (an obsidian spearhead)

Duration: Concentration, up to 1 minute

A tongue of lava 10-foot high and 5-foot wide erupts upwards at a point you can see on the ground within range before hardening into volcanic rock. Each creature in that area must make a Dexterity saving throw, taking 3d10 fire damage on a failed save, or half as much damage on a successful one.

A creature that fails its save is restrained by the cooled rock around it until the spell ends. A creature restrained by the rock can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the rock crumbles away.

Until the spell ends, you can use a bonus action on each of your subsequent turns to cause another tongue of lava to

erupt within range, provided that you have not moved or lost contact with the ground since the start of your last turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 and the lava's height increases by 5 feet for each slot level above 4th.



OMEN

6th-level divination

Casting Time: 1 action

Range: 120 feet

Components: S, M (a seed from a lightning-struck tree)

Duration: Instantaneous

You call down a thin bolt of violet lightning into the ground at a point you can see within range, where it sprouts and forks into a crackling tree of electricity. The tree grows to fill a 20-foot-radius, 60-foot-high cylinder. Each creature in the area must make a Dexterity saving throw. A creature takes 11d6 lightning damage on a failed save, or half as much damage on a successful one.

The tree solidifies as it completes its growth. It is 60 feet high with bare branches of blackened wood extending out of its upper portions 20 feet in all directions. Its trunk has a diameter of 5 feet. A creature that failed its saving throw is borne upwards in the branches to the top of the tree as it emerges. The tree stays rooted in the ground until removed.

If the tree is prevented from reaching its full height or breadth because of a ceiling, wall, or other obstacle, it instead grows to the maximum dimensions it can within the space.

A creature that starts its turn in the branches of the tree rolls 1d4. On a result of 2 or 4, nothing happens. On a result of 1 or 3, the branches beneath the creature snap, causing it to fall from the tree to the ground below.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the lightning damage increases by 1d6, and the height of the cylinder and the tree increases by 10 feet for each slot level above 6th.

PLAYFUL RIME

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You bind the subjects of a mischievous couplet in bristling ice. Choose one or two creatures that can hear you within range. If you choose two, they must be within 10 feet of each other. A target must succeed on a Constitution saving throw; if you choose two, both targets must use the lower of the saves made between them. On a failed save, a target takes 2d8 cold damage and has its speed reduced by 5 feet.

Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again to one of the targets, provided it has not taken this additional damage since the end of its last turn.

PSYCHEDELIA

5th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, M (a dried mushroom)

Duration: Instantaneous

You fill a creature's mind with vibrant, warping phenomena that distort its sense of self. One creature you can see within range must make a Wisdom saving throw. The target succeeds automatically if it is immune to being charmed. On a successful save, the target takes 7d6 psychic damage, and

the spell ends. On a failed save, the target takes 7d6 psychic damage and falls prone.

After a failed save, you redistribute the creature's Intelligence, Wisdom, and Charisma scores for 10 minutes. You do not learn an affected score's total. The target loses any proficiency in saving throws for these scores for the duration. The target can make a Charisma saving throw at the end of each of its turns, ending the effect on itself on a success.

A target that remains under the effect of the spell when its turn ends falls prone, and you can choose to redistribute its ability scores once again.

RACKET

1st-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: S, M (a pan and a large ladle)

Duration: Instantaneous

You briefly conjure invisible, intangible objects at a point you can see within range that are bashed together in an almighty noise. Each creature that can hear in a 20-foot radius sphere centered on that point is woken from nonmagical slumber and must succeed on a Wisdom saving throw or have disadvantage on the next attack roll or ability check it makes before the end of its next turn. A creature within 5 feet of the point of origin automatically fails its save.

SPARK

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: S, M (two lengths of copper wire)

Duration: Concentration, up to 1 minute

A jittering spark of energy jumps to a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 lightning damage. The spark remains fizzing in place on the creature until the spell ends or someone uses an action to extinguish it. When the spell ends, either because your concentration is broken or because you decide to end it, the spark ignites in a rush of flame that engulfs the target. Each creature within 5 feet of the target must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. The target creature automatically fails this save.

The spell's base damage is 2d6. If at the end of your turn the spark has not yet ignited, the damage increases by 1d6.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the lightning damage and base fire damage increases by 1d6 for each slot level above 1st.

SUBLIME

4th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

A faint orange ray springs from your extended finger to one nonmagical object you can see within range that is not being

worn or carried. If the target is size Medium or smaller, it is instantly sublimed. A larger target takes 8d8 fire damage, and is sublimed if this damage reduces it to 0 hit points.

A sublimed object and all of its contents, except magic items, are instantly turned into vapor. Until the start of your next turn, the superheated vapor fills the space previously occupied by the object. A creature moving through the superheated vapor for the first time on a turn must make a Constitution saving throw, taking 4d8 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. If you cast this spell using a spell slot of 5th level or higher, the size of objects you can instantly sublime increases by one category for every slot level above 4th (up to size Huge). Additionally, the damage the ray deals to larger objects increases by 2d8, and the damage from passing through the superheated vapor created by a sublimed object increases by 1d8, for each slot level above 4th.

TITHE

9th-level abjuration

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a tooth-marked platinum coin, and a rune-carved adamantine lockbox worth at least 5,000gp)

Duration: 24 hours

You magically mandate an area that cannot be entered without the payment of a fee. The area can have a radius of up to half a mile. The spell fails if part of the chosen area is already under the effects of a *tithe* spell.

As part of casting the spell, you set a fee to be paid, which can be up to 1,250gp x your spell save DC. Creatures with an Intelligence score of 4 or higher cannot enter the area without willingly agreeing to pay the fee. The fee does not need to be paid in gold, but it must be deductible from material wealth the creature possesses that is within 50 feet of it on the same plane of existence. Material wealth that can count towards the fee if the creature chooses can include magic items, clothing, jewelry, art, food and drink, or real estate, for example. As an action, a creature can make a Charisma (Persuasion) check against your spell save DC, halving the price of the fee for itself on a success. On a failure, it cannot attempt this check again for 24 hours.

When a creature agrees to pay the fee, the specified amount of gold or material wealth offered is magically stripped from it and appears immediately inside an extradimensional space within the admantine lockbox used to cast the spell. You can use an action while touching the lockbox to retrieve objects from it at any time, which appear in the closest available unoccupied space if there is room for them to appear. Objects that haven't been taken as payment of the fee cannot be stored in the lockbox. When the spell ends, the lockbox continues to function as storage for fees paid until it is completely emptied, at which point the extradimensional space inside ceases to exist.

If a creature cannot match the fee or is unwilling to, it is granted a choice of metaphysical means to pay. Choose at least two of the following options when you cast the spell. If a creature willingly gives up one of the following attributes, the fee to enter is waived. Only the *wish* spell or the *greater restoration* spell cast with an 9th-level spell slot can end these effects and restore the target to its previous state.

Excellence. The creature's two highest ability scores are both reduced to 8. Each of the creature's remaining ability scores are reduced by a total of 10 points, divided among the scores as the creature chooses.

Health. The creature loses any immunity to poison and disease, and has disadvantage on saving throws against being poisoned or diseased. In addition, it regains a maximum of 1 Hit Dice at the end of a long rest, and gains the minimum number of hit points when it rolls Hit Dice to restore hit points or add additional hit points to its hit point maximum.

Knowledge. The creature loses proficiency with three tools, three languages, and three skills. If it has the ability to cast spells, the creature also loses the ability to cast spells from three schools of magic, chosen by the creature.

Potential The creature offers a future tax to be drawn in blood. At any time after this is given, you can choose to collect from the creature or from one of its living descendants. The target takes 20d6 force damage. If this damage reduces the target to 0 hit points, it is rendered into nothingness. The target can only be restored to life by means of a *true resurrection* or *wish* spell.

Sight. The creature is permanently blinded. It cannot benefit from any effect that would enhance its vision, such as the *true seeing* spell, nor can it see through the senses of another creature through effects such as the *beast sense* or *find familiar* spells.

Voice. The creature cannot speak or make any sound. Gestures or mimes that the creature makes appear unintelligible to anyone able to see them.

Once a creature has paid its fee, it can enter the spell's area. If it leaves again, it must pay a fee once more if it wishes to return. If you are aware of a creature attempting to enter the spell's area, you can choose to waive its fee as an action.

The spell can only be appeased by allowing it to reap its price. It can't be dispelled by *dispel magic*, and *antimagic field* has no effect on it. It blocks teleportation and similar means of attempting to bypass the fee, causing a teleporting creature to appear at the outer boundary of the spell's area.

Casting this spell on the same area once every day for 30 days makes the effect permanent while you live. Each day at dawn, you can choose to change the fee for entering an area permanently effected by this spell if you are on the same plane of existence.



VAINGLORY

8th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 8 hours

You flatter a creature you can see within range with an abundance of magically honeyed words. The creature must succeed on a Wisdom saving throw or be overtaken by the magnitude of its own hubris. On a failure, a creature considers itself above fault or fear, and is convinced that it cannot fail or die. For the duration of the spell, the creature refuses to use reactions or to take defensive actions. Defensive actions could include flying away from danger, the casting of spells such as *globe of invulnerability* or similar magic, or taking the Dodge or Hide actions. If the creature has allies, it will instruct those allies not to defend it.

VEINS OF THE EARTH

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You cause magma to rise to the surface of the earth around you in 5-foot wide lines of pulsing heat. The lines can total a length of 100 feet. You can shape the lines in 5-foot sections as you wish, although each section of line must be contiguous with another, or originate from you. The lines of magma are difficult terrain.

When the lines appear, each creature other than you within their area must make a Dexterity saving throw. On a failed save, a creature takes 5d10 fire damage, or half as much damage on a successful save.

Each creature other than you that ends its turn within 5 feet of a line must make a Constitution saving throw, taking 3d10 fire damage on a failed save, or half as much damage on a success. A creature that ends its turn within the area of a line takes an additional 2d10 fire damage.

The lines of magma last for 1 hour before cooling into volcanic rock. Whenever an area affected by this spell takes cold damage, roll 5d10. If the damage dealt is greater than the number rolled, the lines within that area cool into rock.

As an action, you can touch one continuous line of magma created by this spell and instantly cool it.

WILDERGEIST

1st-level transmutation

Casting Time: 10 minutes

Range: Self

Components: V, M (a totem or trophy related to a beast, dragon, fey, monstrosity, or plant)

Duration: 8 hours

You return your soul to nature and remake it in the spiritual likeness of another creature. Choose a beast, dragon, fey, monstrosity, or plant with a CR of 1 or lower. For the spell's duration, your creature type becomes the type of the chosen creature, and you count as the chosen creature for the purposes of effects that track particular creatures or creature types, such as the *locate creature* spell or similar magic. You



also gain one of the chosen creature's special senses for the spell's duration. If the creature has more than one special sense (for example, both darkvision out to 60 feet and the Keen Hearing and Smell trait), you choose which sense to gain when you cast the spell. You cannot use the special sense if you are subject to any conditions that would normally prevent the chosen creature from using it.

Whenever you take a short rest while under the effects of this spell, you can choose to expend the Hit Dice of the chosen creature in place of your own to regain hit points. You add your own Constitution modifier to the hit points you regain as a result of each roll, as normal. The total number of the chosen creature's Hit Dice you can expend in this way per casting of the spell equals your spellcasting ability modifier or the creature's total number of Hit Dice, whichever is lower.

WIND'S WHISPER

1st-level divination

Casting Time: 1 action

Range: Self

Components: S

Duration: 1 round

You beckon the wind to your ear to listen to what it carries. Choose a direction and roll a Wisdom (Perception) check with advantage against a DC determined by the DM. Until the spell ends, you can hear sounds and conversation from up to 200 feet away in the direction you choose that are not behind airtight total cover. Your DM might determine that sounds emanating from locations with only slight air flow, such as conversation seeping from beneath a closed dungeon door, require an especially high roll on your Perception check to overhear.

If you cast this spell outdoors, the distance over which you can eavesdrop becomes 1 mile.

MAGICAL KITCHENWARE

At every table and around every campfire that I was lucky enough to be graced with a gourmet meal, I made certain to take note of any unusual utensils or arcane appliances used in the cooking.

I admit, I was initially surprised by the variety of items I documented that had been enchanted to assist in this, most everyday of activities. But, having known very many wizards, it is all too like them to make a magical shortcut for every domestic task that might otherwise require just a little bit of elbow grease.

HIPPOCAMPER

This section presents magical items inspired by cooking. Many, although not all, are best used by a gourmet. Anyone can cook, and any campaign can play host to these items, if they inspire you in turn – whether or not the gourmet class features in that world. The items range across all rarities, including artifacts. All the items use the magic items rules in the *Dungeon Master's Guide*.

MAGIC ITEM DESCRIPTIONS

The magic items are presented in alphabetical order.

ANIMATED BUTCHER'S KNIFE

Weapon (dagger), rare (*requires attunement by a gourmet*)

The carved bone handle of this knife ends in a small hook. Instructions on the preparation of various cuts of meat are etched into the metal of the blade. You have a +1 bonus to attack and damage rolls made with this magic weapon.

While holding this knife, you can speak the command word as a bonus action to cause it to animate. The knife flies into the air to hover by your shoulder, leaving your hands free. When you animate the knife, and as a bonus action on each of your following turns while the knife is animated, you can make an attack with it as if you were wielding it, using your attack roll modifier and proficiency bonus. If it is used to make a ranged attack, the knife always returns to hover by your side immediately afterwards. The knife remains animated for 10 minutes, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the knife falls to the ground, or into your hand if you have one free.

By speaking the command word again (no action required) while the knife is animated, you can send it to begin harvesting ingredient dice from eligible creatures within 60 feet of you. The knife takes 1 minute to harvest a creature and return the ingredient die to you. It will continue harvesting until all eligible creatures within range of you have been harvested, until it deanimates, or until it is commanded to stop by you. If the creature the knife harvests is of a type that you can harvest two ingredient dice from, instead of one, the knife harvests two ingredient dice from it.



A witch prepares Baba

Yaga's Uncanny Aga for some dinner guests

BABA YAGA'S UNCANNY AGA

Wondrous item, artifact (*requires attunement by a gourmet or warlock*)

An object of recurring infamy in folklore and fairy tales told of hags, enchanters, or wily spirits throughout worlds and time, this vast oven built by the immortal hag Baba Yaga herself would be the pride of any witch's kitchen. It always appears with a great wooden paddle, the broad end of which has served as the last seat to be perched on for many a child of stories past. These creations of Baba Yaga are a single artifact for purposes of attunement. Should the two objects become separated, the paddle appears leaning against the side of the aga at the next dawn.

Random Properties. This artifact has the following random properties, which you can determine by rolling on the tables in the "Artifacts" section of the *Dungeon Master's Guide*:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property

Properties of the Aga. The aga is a Huge stone oven, with a mouth and interior that is ordinarily sufficient for a creature of size Medium or smaller to enter, either standing or lying down. By speaking the command word, you can cause the aga to swell in size to accommodate the entry of any creature, up to size Gargantuan, growing to the appropriate dimensions as it does so. If the aga is inside a structure, the dimensions of the structure temporarily warp and stretch to expand along with the aga. The interior of the aga is constantly heated by magical fires. Once during your turn while you are within 15 feet of the aga, you can command the mouth of the oven to either open or close (no action required).

Properties of the Paddle. The paddle is seven and a half feet long and made of a dark, purplish wood. The flat end is roughly 3 feet by 3 feet. The paddle can be wielded as a greatclub, operating as a magic weapon that grants a +3 bonus to attack and damage rolls made with it. You can support any amount of weight that fits on the paddle's flat end while holding it, regardless of your own Strength score.

By speaking the command word (no action required), you can cause the paddle to hover in place besides you, where it can be ridden. It has a flying speed of 120 feet that lasts until you disembark. It can carry any amount of weight, so long as the creatures or objects carried fit upon the flat end. You can command the paddle to travel alone to a destination within 100 miles of you if you name the location, and are familiar with that place. The paddle flies back to you when you whistle for it, provided that it is still within 100 miles of you.

The paddle has 5 charges. As an action while you can see the paddle, you can expend 1 charge to target a creature you can see within 120 feet of it. The creature must make a DC 18 Wisdom saving throw. Small creatures have disadvantage on this saving throw. On a failed save, the creature becomes charmed for 1 hour. When charmed in this way, the creature falls unconscious, and the paddle immediately moves to scoop up its body as it falls prone. The wide end of the paddle magically expands to accommodate the creature, up to size Large. If the affected creature takes damage or someone else uses an action to attempt to shake it awake, the creature makes a new Wisdom saving throw against the charm effect. If the saving throw succeeds, the effect ends. The paddle regains all expended charges daily at dawn.

Kettle, Cauldron, Kiln, Cast! You can use the aga as brewer's supplies, cook's utensils, glassblower's tools, potter's tools, or smith's tools. You have advantage on any check you make using the artifact as one of these tools.

If you are a gourmet attuned to the aga and use it as cook's utensils to create a meal using your Campfire Cook feature, each ingredient die you would normally roll to create the meal instead uses the highest number possible for each die.

Cook You Quick, So Scrabble Fast! The interior of the aga is constantly aflame. A creature or object that enters the aga for the first time on a turn or ends its turn inside takes 5d8 fire damage. As an action once per day while you are within 5 feet of the aga, you can command it to turn up the heat. When you do so, the fire damage increases to 10d8 for 1 minute. If a creature's hit points are reduced to 0 by the heat of the oven, you can choose to make the target emerge from the oven as a perfectly baked or roasted foodstuff of your choice. This food yields 3 ingredient dice if harvested.

A creature trapped inside the aga can use an action to attempt to escape by making a DC 20 Strength saving throw. On a success, it pries open the mouth of the oven and is freed.

"Burn Away the Fat At Last." As an action while you are within 5 feet of the aga, you can command the flames within to flare with lurid greens, blues, or purples (your choice). The first creature or object to enter the aga within the next 10 minutes takes no fire damage, and instead is transfigured by the conflagration in one of the following ways: it has its form permanently changed as by the spell *true polymorph* (green flames); it is returned to life as by the spell *reincarnate* (blue flames); it is cleansed of all magical effects upon it, including curses, diseases, and transformations (purple flames).

Visions of a target's past swell and swirl in the smoke that bellows from the aga during the transfiguration, which takes place over 1 minute.. Once the flames transfigure a target, their lurid color fades and the usual heat of the oven returns over the course of 1 minute.

Once this property has been used, it cannot be used again for 1d10 + 7 days.

Destroying the Aga or Paddle. The aga and paddle are destroyed only if they are smashed by Baba Yaga herself.

BAG OF SELF-RAISING FLOUR

Wondrous item, rare (requires attunement by a creature proficient with cook's utensils)

A sack of white flour, plain enough in appearance, marked with a red sigil that shows it should not be cooked with. While the bag is on your person and you die, it immediately explodes as if the contents have been exposed to an open flame. Each creature within 15 feet of your body must make a DC 15 Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one. The bag is consumed in the explosion.

The fire ignites flammable objects in the area that aren't being worn or carried.

Immediately after the bag explodes, you are restored to life with hit points equal to the fire damage rolled.

CANDLE OF AMBIENCE

Wondrous item, uncommon

This tall, tapered candle in a classically styled holder is guaranteed to set the mood just so for getting to know one another. As an action, a creature can light the candle. It remains lit, shedding bright light in a 5-foot radius and dim light for an additional 5 feet, until an action is used to snuff it. A creature within the candlelight that has an Intelligence score of 8 or higher can add an additional die to any Wisdom (Insight) or Charisma (Persuasion) check that it makes regarding another creature within the light.

The additional die added to the roll corresponds with the height of the candle, with a maximum height of 12 inches adding 1d12 to the roll. The DM decides the initial height of the candle or determines it randomly. For every hour that the candle burns, it loses 1 inch of height.

Candle of Ambience

Bag of
Self-Raising Flour



CHTHONIC COOKPOT

Wondrous item, uncommon

This cast-iron cookpot is used by traveling denizens of the Underdark who wish to enjoy hot food without drawing eyes to their camp like a star in the black. The cookpot measures 10 inches in radius and 6 inches deep. It can hold 1 1/2 gallons of liquid, or 1/4 cubic foot of solid contents. It can be carried by its simple iron handle.

When placed above a fire at least as large as the base, the cookpot hovers in place, supporting itself and its contents just above the flame. By speaking the command word as an action, you can activate the umbral magic of the cookpot. All fires or other sources of nonmagical light within a 5-foot cube originating from the base of the cookpot downwards immediately turn black. Any bright light shed by the fires becomes darkness, and any dim light vanishes entirely. The fire otherwise acts normally. The effect ends when you speak the command word again as an action, remove the pot from the flame, or douse the flame beneath it.

Cut Resistant

Gloves



Dehydrating

Kettle



Chthonic

Cookpot



CUT RESISTANT GLOVES

Wondrous item, uncommon (requires attunement)

These chain gloves are surprisingly light and flexible. When a melee attack that deals slashing damage hits you while you're wearing them, you can use your reaction to attempt to catch the attack and reduce the damage by $1d10 +$ your Dexterity modifier, provided that you have a free hand. You have resistance to any remaining damage from the attack.

DEHYDRATING KETTLE

Wondrous item, rare

Sometimes sent as an insult to the court of a marid, such a kettle exerts a forceful pull on vital liquids. The kettle has 5 charges, and regains $1d4+1$ expended charges daily at dawn. As an action while holding the kettle, you can speak the command word and point the spout at a creature you can see within 30 feet. The target must succeed on a DC 15 Constitution saving throw. On a failed save, the target is paralyzed and shrinks in size as if targeted by the reduce effect of the *enlarge/reduce* spell, as the kettle begins to siphon the moisture from it in a funnel of steam. On each of your turns, you can use your action to expend 1 charge and maintain the siphon on the target, forcing it to repeat the saving throw. On a success, the target is no longer paralyzed. On a failure, the target's size is reduced by a further category.

If a targeted creature is currently size Tiny and fails its saving throw, the kettle fully absorbs all its available moisture, and the creature becomes a Tiny piece of jerky. The jerky is an object with 10 hit points and an AC of 10. It automatically fails all saving throws.

You must concentrate on the siphon as if concentrating on a spell. The siphon ends if you use your action to do anything else. The siphon also ends if the target is ever outside the kettle's range or if it has total cover from you.

A creature reduced in size by the kettle remains that way until it touches more than a cupful of water, at which point it reverts to its normal dimensions harboring a powerful thirst. A creature turned into jerky also reverts back to normal if it takes any damage. If it reverts as a result of taking damage, any excess damage carries over to its normal form.

FORBIDDEN FILLETING KNIFE

Weapon (dagger), very rare (requires attunement by a gourmet)

The soft gleam upon this thin blade betrays the transformative properties of its edge. You have a +3 bonus to attack and damage rolls made with this magic weapon.

You can use the knife to harvest a creature using your Stock Up feature. When you do so, the creature can be a celestial, construct, or undead.

GREASY SPOON

Wondrous item, uncommon (requires attunement by a gourmet)

This metal spoon glistens with a constant oily sheen. It has 4 charges. While holding the spoon, you can expend 1 charge as an action to cast the *grease* spell (save DC 13) on a point you can within 30 feet of you. The spoon regains $1d4$ expended charges when used as part of a set of cook's utensils to create a meal using your Campfire Cook feature.

HEROES' LEFTOVERS

Wondrous item, very rare (requires attunement)

A set of four rectangular containers made of fine wood carved and painted with scenes of famous legends. Each container is 6 inches long and 5 inches wide, with a thick napkin tucked inside. They snap together into a portable stack complete with handle. The containers count as a single item for purposes of attunement. If one is lost, it reappears stacked with the others beside you at the next dawn. This item can be used as the material component for the spell *heroes' feast*. When you cast the spell using the containers as the material component, they are not consumed.

Whenever you cast the spell *heroes' feast* and less than twelve creatures partake of the feast, the containers can be used to store the benefits of the spell to be distributed later. The containers hold a number of portions of the feast equal to twelve minus the number of creatures who partook of it. One or more portions can be given out as an action to creatures within 30 feet of you who are not currently under the benefits of the feast. Each portion takes 1 hour to consume, and disappears at the end of that time. The beneficial effects don't set in until this hour is over, as normal. Leftover portions of the feast spoil after 12 hours.

If you are a gourmet attuned to the leftovers and have temporary hit points remaining in your meal's pool after using your Campfire Cook feature, you can use the containers to store some of your meal if they are empty. The maximum number of temporary hit points you can store in the containers equals $5 \times$ your gourmet level. The temporary hit points can be distributed as portions of food to creatures within 30 feet of you as an action. A creature you serve a portion of temporary hit points to in this way must take 10 minutes to consume it, gaining the temporary hit points and any additional benefits of the meal at the end of this time. Leftover portions of the meal spoil after 12 hours.

HIPPOCAMPER'S HERB GARDEN

Wondrous item, very rare (requires attunement by a druid, gourmet, monk, or ranger)

This foot-long shallow wooden planter is packed with soil from the slopes beneath the Vermilion Monastery, where Arcgavus Hippocamper once studied. The following herbs are planted within: thyme, vacha, coriander, rosemary, sage, and mint. Each plant has 1d4 sprigs ready to use. A single sprig can be used to season or garnish a meal sufficient for up to six creatures. When a creature consumes one of these meals, it gains +2 to an ability score, and other benefits determined by the type of herb used, as shown in the table below:



HIPPOCAMPER'S HERB GARDEN

Herb	Ability Score +2	Additional Benefits
Thyme	Strength	The creature has advantage on ability checks and saving throws against illusions and being frightened. In addition, it cannot be targeted by the <i>dream</i> spell or similar magic.
Chives	Dexterity	The creature has advantage on saving throws against being paralyzed, as well as any effect that would reduce its movement speed.
Coriander	Constitution	The creature has immunity to poison and disease, and it has resistance against poison and necrotic damage.
Rosemary	Intelligence	When the creature rolls a 1 on the d20 for an ability check that uses its Intelligence, it can reroll the die and must use the new roll. In addition, it can accurately recall anything it has seen or heard within the past 48 hours.
Sage	Wisdom	When the creature makes an ability check that uses its Wisdom, it can treat a d20 roll of 9 or lower as a 10.
Mint	Charisma	The creature has advantage on saving throws against exhaustion. In addition, it has advantage on Charisma (Persuasion) checks made against a target that is within 5 feet of it.

The benefits last for 8 hours. A creature can only benefit from one effect of the herbs at a time. As normal, you can't increase an ability score above 20 using this effect.

The herbs require no water or light in order to grow. Every seven days at dawn, a randomly determined herb in the planter grows 1 additional sprig. Roll 1d6 to determine which herb grows. If all the herbs in the planter are bare, they each grow 1 new sprig after the seven days have passed.

LOST COOKYRE OF FAERÛN

Wondrous item, rare (requires attunement by a wizard)

This 'encyclopedia' penned by Drawyn Grywel contains recipes from all over the continent. When found, it contains the following spells, which are wizard spells for you while you are attuned to it: *create food and water*, *evard's black tentacles*, *heat metal*, *heroes' feast*, *giant insect*, *goodberry*, and *locate animals or plants*. It functions as a spellbook for you.

While you are holding the cookrye, you can use it as a spellcasting focus for your wizard spells.

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. If you spend 1 minute studying the book, you can expend 1 charge to transform 2 pounds of rations into temporary hit points equal to $1d10 +$ your Intelligence modifier, which you divide among creatures within 30 feet of you however you like.

MODO'S FORKING GREAT TRIDENT

Weapon (trident), legendary (requires attunement by a gourmet)

This trident was wielded by the lizardfolk Modo, a ship's cook who tackled giants in order to defend innocents fleeing a war-torn land. You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a creature of a type that you can harvest two ingredient dice from, instead of one, that creature takes an extra 2d12 piercing damage.

When you knock a creature of size Huge or smaller prone on your turn and you are within 5 feet of it, you can attempt to grapple the target by pinning it down with the trident (no action required). Add the trident's +3 bonus to your Athletics check to do so. You ignore the usual size restrictions for grappling when attempting to pin a creature in this way. Moreover, if the target is a creature of a type that you can harvest two ingredient dice from, instead of one, you have advantage on your Athletics check to pin it with the trident.

MYSTERIOUS MENU

Wondrous item, rare (requires attunement by a creature proficient with calligrapher's supplies or cook's utensils)

This tastefully decorated menu originates from The Society of Questing Knives, an elite underground eatery dedicated to exploring tastes rare, far, and bizarre. The menu has 3 charges, and it regains 1d3 expended charges daily at dawn.

Record Recipe. If you have a body part of a creature to hand, you can expend 1 charge to add information about the creature to the menu. The information comprises a general description of the creature, its name if it is known to you, as well as up to five of the following facts about the creature:

- Any languages it speaks
- Any special senses it has
- Armor Class
- Resistances and vulnerabilities it has, if any
- Total class levels it has, if any
- Average hit points
- Three ability scores (this option can be selected twice)
- Up to three saving throws it is proficient in

Adding the information into the menu involves carefully analyzing the body part to glean its properties. The process takes a number of hours equal to the creature's challenge rating, plus one hour for each item of specific information you wish to record. A creature that can read can spend 1 minute perusing the menu to learn all of the recorded information about one creature of its choice listed inside.

Imprint Message. While holding the menu, you can expend 1 charge as an action to imprint a psychic message of twenty-five words or less inside it. The first creature that opens the menu in the next minute hears the message in its mind, and recognizes you as the writer if it knows you. As an action, it can imprint a return message in kind within the menu that you hear in your mind as soon as you take hold of it again.

Imprint Emotion. While holding the menu, you can expend 1 charge as an action to imprint a surge of a specific strong emotion inside it that you choose. The first creature that opens the menu in the next minute must make a DC 15 Wisdom saving throw. On a failed save, it is overwhelmed by the emotion for 1 minute, and acts accordingly. The effect can be ended early by the *calm emotions* spell or similar magic.



Modo's Forking Great Trident

Perambulating Salt & Pepper Shakers

OVERFED SOURDOUGH STARTER

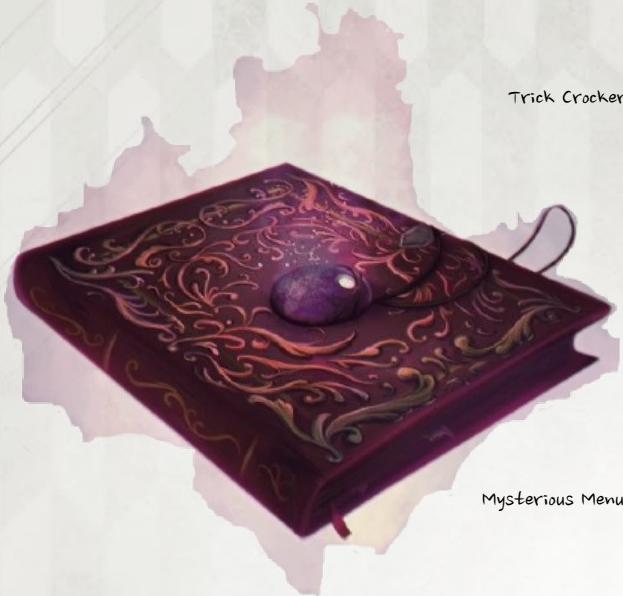
Wondrous item, uncommon (requires attunement by a creature proficient with brewer's supplies or cook's utensils)

Pulsating with a concerning animus, this gorged mother culture of dough is contained within a magically reinforced glass jar. If you use an action to speak the command word and throw the jar to a point on the ground within 60 feet of you, the lid levers open and the sourdough starter emerges, expanding rapidly to fill a 10-foot cube originating from that point. Each creature that starts its turn in the cube or that enters it for the first time must make a DC 12 Strength saving throw. On a failed save, the creature is engulfed by the sourdough. The engulfed creature can't breathe, and is restrained. The sourdough can hold only as many creatures as could otherwise fit into its occupied space.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the sourdough. Alternatively, a creature within 5 feet of the sourdough can take an action to pull a creature or object out of the sourdough. Doing so requires a successful DC 12 Strength check.

At the start of each of your following turns after the sourdough is released, it expands another 5 feet, until it fills a maximum space of a 30-foot cube. If the sourdough takes acid, fire, or necrotic damage, it stops expanding.

While you are within 5 feet of it, you can coax the starter back into the jar with some water and flour as an action. If the starter remains outside of the jar for 1 hour, it loses its potency and begins to deflate, freeing any creatures or objects still engulfed within.



Trick Crockery



Spice of Life



Mysterious Menu

PERAMBULATING SALT & PEPPER SHAKERS

Wondrous item, uncommon (requires attunement by an artificer, gourmet, or wizard)

A perfectly matched pair of Tiny ceramic salt and pepper shakers in the shape of squat humanoids. The shakers never run out of their respective seasoning.

By speaking the command word as an action, you can cause the shakers to animate. Each shaker becomes a tiny servant, as if you had cast the *tiny servant** spell, for 24 hours, or until you use an action to speak the command word again. You can issue a simple, general command to the shakers, such as to fetch a bowl, patrol an area, or stir a pot. Alternatively, you can specify a location, which you must know of, for the shakers to travel to. If you give a specific description of a creature at the location, the shakers will seek it out. While moving, each shaker leaves a trail of salt or pepper, respectively, that can be followed by you, or by a creature that succeeds on a DC 13 Investigation check to locate it. Once given an order, the shakers continue to follow that order until the task is complete, at which point they will attempt to return to you. If it is beneficial to do so, the shakers will use the Help action, targeting one another.

The shakers roll their own initiative in combat. If you issue no commands, the shakers do nothing other than defend themselves and one another against hostile creatures. If one of the shakers is forced more than 5 feet away from the other, it will move back towards its counterpart as fast as possible on each of its turns, taking the Dash action if necessary, until both shakers are once again within 5 feet of each other.

If one of the shakers is lost or destroyed, the other will no longer listen to commands. If animated, it will spend each of its turns searching for a trace of its counterpart in a random direction until it finds a lead it can follow.

POT-CALLING KETTLE

Wondrous item, common

By speaking the command word while holding this battered black kettle, you can summon a set of cook's utensils, an iron pot, and a jug or pitcher. The summoned objects appear on the ground in an unoccupied space within 5 feet of you. They are all jet black. The objects vanish after 1 hour.

Once this property has been used, it cannot be used again until the next dawn.

REVOLUTIONARIES' RECIPE BOOK

Wondrous item, uncommon (requires attunement by a barbarian, bard, or gourmet)

This collection of vegetarian recipes is written in Goblin on a roughly bound sheaf of leaves. Disassembling and rearranging the leaves connects a series of scattered notes, diagrams, and fragments of revolutionary philosophy detailing a plan to overthrow a goblinoid boss.

Over 1 hour, which can be part of a short or long rest, you can study the recipe book and use it to help you either make a rousing speech, or serve up a comradely meal. Make a DC 13 Charisma (Persuasion) or Wisdom (Survival) check, depending on whether you choose to make a speech (Charisma) or a meal (Wisdom). On a success, you are able to inspire up to six creatures that are within 30 feet of you at the end of the hour, including possibly yourself, with the burning spark of rebellion. A creature inspired in this way is immune to the frightened condition for 1 hour, and adds an additional 1d6 to its initiative rolls.

Once this property has been used, it cannot be used again until the next dawn.

SPICE OF LIFE

Wondrous item, legendary

Varied and vibrant shades of saffron, dusk, and scarlet shimmer inside this stoppered glass vial. The heady scent of the spice is electrifying. No two vials are alike. When found, a vial contains 1d4 uses worth of spice. When spice is scattered over a creature, the target regains $10d6 + 20$ hit points and gains $10d4$ temporary hit points that last for 24 hours. A creature that regains hit points from the spice cannot do so again until it completes a long rest.

A gourmet can use the spice to season a meal created using their Campfire Cook feature, adding an additional $10d4$ to the calculation of that meal's value.

TRICK CROCKERY

Wondrous item, common (requires attunement)

A set of one plate, one bowl, one broad spoon, and one cup, made of sturdy wood suitable for traveling, or for use as props on the stage. When any object in the set is empty, you can mime eating or drinking from it. To observers, it appears that you are consuming a food or drink of your choice. The illusion moves convincingly: steaming in the bowl or sloshing over the lip of the cup, for example. A creature that succeeds on a DC 10 Investigation check sees through the illusion.

TYPHOON-LEAF TEA

Wondrous item, rare or very rare

Teabags containing this vaunted leaf are sold with the storm-tossed wave stamp upon the tag to signify the tempestuous forces waiting to brew within. Regular typhoon-leaf tea, a rare item, comes in a teabag that carries a copper colored tag. The refined variant, a very rare item, carries a silver tag. As an action, a creature can place the teabag inside a cup or similar sized vessel that is at least half filled with water to begin steeping it. A rising tempest of air and water magic is generated by the tea, with the spells cast dependent on how long it is left to steep, as shown in the table below. On each turn while it is steeping, the tea will cast each spell currently available to it again, refreshing the effects. All spells are cast at their lowest level, centered on the tea. A creature holding the tea takes no damage from the spells, and automatically passes any saving throw a spell cast by the tea requires.

TYPHOON-LEAF TEA

Steeping Time	Spell Cast
End of 1st turn	fog cloud
End of 5th turn	warding wind
End of 1 minute	sleet storm
End of 10 minutes	storm sphere

At any time once it has begun steeping, a creature holding the tea can take a sip of it and sigh appreciatively as an action to cast the *gust of wind* spell. The tea retains this property for 1 hour, even if the teabag is removed. A creature that sips from the refined variant of the tea can cast the *cone of cold* spell once in this way, and cannot do so again until the tea steeps in a fresh cup.

If the refined variant of the tea is allowed to steep for 1 hour, the weather within 5 miles of the tea changes to arctic cold, stormy winds with torrential precipitation, as if by the *control weather* spell.

If the tea is spilled, steeps for more than 8 hours, or the teabag is removed, the tea stops steeping and all associated spell effects immediately cease.

Once used, the properties of the teabag cannot be used again until it is allowed to dry in the open air at dawn.

UNBLEMISHED APRON

Armor (padded), rare (requires attunement)

You have a +1 bonus to AC while wearing this apron, which practically glows pristine white. The apron never gets dirty, and it magically mends itself to counteract daily wear and tear. If a piece of the apron is destroyed but the majority remains, it mends itself fully over 1d4 days.

The field of the apron's dirt-repelling magic extends slightly from the material. While wearing the apron, you can use an action to instantaneously clean a Tiny object you are wearing or carrying. As a reaction, you can brace the repelling field when you are hit by a ranged attack or the *magic missile* spell to reduce the damage dealt to 0. The projectile is arrested in the air 1 foot away from you as the energy of the attack dissipates. A physical missile then drops to the ground.

Once this property has been used, it cannot be used again until you complete a short or long rest.

UNDULATING TABLE RUNNER

Wondrous item, uncommon

The poor man's cousin to the famed *carpets of flying*, this tastefully decorated table runner measures 2 ft. x 6 ft. You can speak the runner's command word as an action to make it wriggle and concertina with disturbing agility. It gains a movement speed of 40 feet. It moves according to your spoken directions, provided that you are within 30 feet of it.

The runner has a carrying capacity of 150lbs. It can carry up to twice this weight, but it moves at half speed if it carries more than its normal capacity.

UNSEEN SILVER SERVICE

Wondrous item, uncommon

The highly burnished sheen of this silver cloche never fades. Underneath the dome are up to a dozen places' worth of plates, napkins, and silver cutlery fit for a formal dinner setting. You choose the number whenever you lift the dome.

The cloche has 3 charges, and it regains 1d3 expended charges daily at dawn. As an action, you can lift the dome of the cloche and expend 1 charge to cast the *unseen servant* spell. A servant conjured by the cloche will immediately begin waiting on up to a dozen creatures within 60 feet chosen by you. It possesses a keen understanding of the etiquette of fine dining. It will serve dishes in a timely manner, clear plates away without interrupting conversation, and keep glasses topped up with drinks, working smoothly without direction from you, although it can also be commanded, as normal.

Additional charges can be expended to conjure multiple servants. Each servant can wait on up to a dozen guests. Additional crockery is not provided.

Servants conjured by the cloche remain until the meal concludes, or until you use an action to dismiss them. Before vanishing, they first gather and clean all crockery belonging to the cloche and place it back beneath the dome.



UTENSILS OF IMAGINATION

*Armor, wand, weapon (varies) or wondrous item, common
(requires attunement)*

Imbued with a playful spirit, these simple tools have ascended an inch towards the legendary status they enjoyed when young children wielded them in make-believe.

Several types of utensils of imagination exist, each representing a young heart's desire to take on the aspect of a certain adventuring archetype. The DM chooses the type of a given utensil or determines it randomly.

If a utensil is a weapon, it deals bludgeoning damage, regardless of the weapon type. A utensil has 5 charges and it regains 1d4+1 expended charges daily at dawn.

A young loxodon outfits herself from the armory of her imagination



UTENSILS OF IMAGINATION

Utensil	Imagined Aspect	Item Type	Effect
Tongs	Artificer	Wondrous item	You can expend 1 charge as an action to touch the tongs to an object or structure. The target regains 1 hit point.
Rolling Pin	Barbarian	Weapon (mace)	You can expend 2 charges as a bonus action to gain resistance to bludgeoning, piercing, and slashing damage until the start of your next turn.
Skillet	Bard	Weapon (handaxe)	You can expend 1 charge as a bonus action to bang the pan and shout to one creature other than yourself within 60 feet of you who can hear you. The target adds +1 to one ability check, attack roll, or saving throw it makes before the end of its next turn.
Flour Sieve	Cleric	Wondrous item	You can expend 1 charge as an action to shake the sieve over a creature. The target regains 1 hit point.
Nutcracker	Druid	Wondrous item	You can expend 1 charge to speak a one-word message. Beasts within 15 feet of you understand the message.
Wooden Sword	Fighter	Weapon (dagger)	When you hit a target with this weapon, you can expend 1 charge to deal an additional 1 damage with the attack.
Ladle	Gourmet	Weapon (club)	You can expend any number of charges as an action to touch the ladle to a creature. The target gains temporary hit points equal to the charges expended.
Dasher-staff	Monk	Weapon (quarterstaff)	You can expend any number of charges as a bonus action to increase your movement speed and jump distance by a number of feet equal to the charges expended. The effect lasts until the end of your turn.
Pots & Pans Plate	Paladin	Armor (padded)	When a creature you can see attacks a target other than you that is within 15 feet of you, you can use your reaction to expend 1 charge and bang the pots to distract the attacker, subtracting 1 from the creature's roll.
Kitchen Twine	Ranger	Wondrous item	You can expend 1 charge when you make an Intelligence (Nature) or a Wisdom (Survival) check to add a +1 bonus to the roll.
Measuring Spoons	Rogue	Wondrous item	You can expend 2 charges when you make a Dexterity (Sleight of Hand) or an Intelligence (Investigation) check to treat a roll of 4 or lower as a 5.
Sauceboat	Sorcerer	Wondrous item	When you hit a target with a spell attack, you can expend any number of charges to deal additional damage with the spell equal to the charges expended.
Scales	Warlock	Wondrous item	While holding the scales, you can expend 1 charge as an action while making a purchase. One item of your choice has its price reduced by 1%.
Wooden Spoon	Wizard	Wand	While holding the scales, you can expend 1 charge as an action to deal 1 force damage to a target you can see within 30 feet.

VESSEL OF TWICE-BLESSED RICE

Wondrous item, rare

Snow white grains from vampire-fraught lands are stored in this heavy copper urn. Altogether, the urn weighs 15 pounds. As an action, a creature can scatter rice from the urn to cover a level, square area that is 10 feet on a side. The urn contains enough rice to do this up to 10 times. An undead creature that moves into the area or starts its turn there must make a DC 15 Wisdom saving throw. On a failure, it is gripped by arithmomania and begins obsessively counting the grains of rice. The creature takes d100 + 60 seconds to finish counting all the rice in the area.

A counting creature cannot leave the area and has disadvantage on Dexterity saving throws and attack rolls. While the target is counting, other creatures have advantage on attack rolls against it. As an action, a counting creature can make a DC 15 Intelligence saving throw to complete the count. On a successful save, the effect ends.

VOSTOCK'S CUBES

Wondrous item, uncommon

Although the line was discontinued for... ethical reasons, these cubes of concentrated flavor are a boon to any cook's cupboard. They are typically found in pouches holding 1d6 cubes. When a cube is added to a meal created by a gourmet's Campfire Cook or Fodder Break features, it adds an additional 1d8 to the calculation of that meal's value.

WARPING WHISK

Wondrous item, uncommon

The metal loops of this utensil are gossamer thin and arranged with spiraling sigils woven through them. One can feel a faint resistance to its movements in the air. As an action, you can stir the whisk into an unoccupied 5-foot cube of air or water adjacent to you. The area inside the cube becomes difficult terrain as it magically thickens. The air or water inside the area returns to normal after 1 minute.

WISHFUL HERO'S SHIELD

Armor (shield), common

This plain pot lid, complete with handle, is imbued with simple, soulful magic from the servant's children who used it as a prop in their stories of heroes.

While you are holding the shield, you can roll 1d4-1 and add the number rolled to one ability check, attack roll, or saving throw you make. Once used, this property can't be used again until the next dawn.



A brewing cup of
Typhoon-Leaf Tea





Hippocamper's bucolic retreat in
the shade of the Etharall Mountains.

CHAPTER 4

DUNGEON MASTER'S KITCHEN

The domain of the DM in a game of D&D can be a chaotic one. Running a campaign requires the juggling of many plates, and very often hours of imaginative work to serve a single session. Along with the strong communication skills and adaptive reflexes that a DM does well to hone, a selection of convenient tools are always useful in hosting a game. This chapter contains a number of such tools for stirring the narrative pot or adding small flourishes to play, including an active approach to delivering lore through literature in your setting, expanded uses for tools, a new rest variant, tables of meals to fill the taverns of your world, and new boons for players whose bonds exceed those of ordinary comrades-in-arms.

Consider this chapter as the drawer kept below the everyday utensils of the *Dungeon Master's Guide* and the *Monster Manual*. Not every game requires the options provided, nor will every game benefit from them. It is yours to open or shut at any time. The most important part of hosting D&D is that everyone, yourself included, has a good time. The contents of this chapter are here to use, and adapt, in creating the flavors that best suit your group's palate.

DYNAMIC BOOKS

Merely the title of a book can add volumes of suggested depth to your world, conjuring an entire mythos or field of esoteric study out of almost nothing to entice the imaginations of your players. And once enticed, some of those players might (to your horror) want to do more than judge your book by its cover: they might want to actually crack it open and read it.

The contents of any book, be it humble recipes from a village kitchen, a great tome from a sage's library, or a grimoire discovered by blowing the thick dust from its spine in the lair of some ancient villain, are a rich opportunity for adding color and lore to your setting. If a party is interested in turning them, crucial story information or new plot hooks can be delivered through its pages. But filling it, even lightly, is of course a time consuming endeavor for a DM. Improvising the content when a PC turns the first page is just as daunting.

Although your party may be able to get all the intel they need from a two sentence summary, the readerly among them might feel more rewarded and more engaged with the fabric of your world if they can gain a sense of something more. This system for dynamic reading offers that experience in two ways. Firstly, by simulating for the player the experience of finding time to dive into a good book. And secondly, for you as the Dungeon Master, by helping to make books feel challenging and alive while offering you the time to decide the detail of their contents as they are being read. This section first presents an overview of the rules for dynamic reading, as well as guidelines for when this system is best deployed. It then presents several example statblocks created using the system for books of varying complexity.

This system uses similar principles to those outlined for combat in Chapter 9 of the *Player's Handbook*, which should feel familiar to every player and Dungeon Master.

WHAT IS A DYNAMIC BOOK?

Books created with this system are designed to function similarly to hostile creatures engaged in combat, in that they must be overcome by whittling down the resources of the book over time using the ability scores of the PCs.

Not every book a party encounters should be made as a dynamic book: a pamphlet on worker's rights distributed amongst loaders at the docks, for example, should be able to be investigated in an instant. This system is best reserved for significant volumes: those with a deep connection to the lore of your setting, or treatises on a singular topic that requires in-depth analysis – or perhaps a magical volume with an additional benefit for finishing it. The time required to engage with the texts represents dedicated study, much more than the simple act of reading. If 10 pages are read, they aren't merely skimmed, but weighed carefully, perhaps with notes taken in the margins or on separate paper. The gradual pace isn't indicative of a PC's reading speed, but of their diligence.

CREATING A DYNAMIC BOOK

Each book is written in one or more **Languages**. To read and understand a book, a PC must be able to read its Languages. At the DM's discretion, one character might be able to assist another with reading certain sections of a book in a language which they know, but the first character does not.

Each book also has an **AC**, or **Academic Class**, which represents the density or complexity of the book; in other words, how easy it is to get stuck into it.

Finally, each book has a number of pages, chosen by the DM, which are abstracted to **Hit Points**, and a number of Hit Dice, which vary depending on its size, as is true for creatures. The Hit Dice of a very slim book (1-50 pages) is a d4, a slim book (51-125) has d6s, a medium book (126-225 pages) has d8s, a sizable book (226-350) has d10s, a real doorstopper (351-500 pages) has d12s, and an epic volume or volume series (501+ pages) has d20s.

Unless additional traits are in order (see "Adding Complexity" below) a book is ready for the shelf as soon as Languages, AC, and Hit Points have been decided.

READING AND RESEARCH

These rules aren't mutually exclusive with the Research downtime activity as detailed in Chapter 2 of *Xanathar's Guide to Everything*. The cost and abstracted rolls for that activity represent hunting down a number of sources, which might be books or experts, to come to a conclusion on a broad topic, as opposed to tackling a single volume. It is therefore by design that, given a workweek of downtime, a PC could make short work of many dynamic books built with these rules: but doing so is unlikely to confer the same benefits as Research.

READING A DYNAMIC BOOK

A creature can dedicate 2 hours to reading a book. They make an attack against its AC, rolling 1d20 and adding their Intelligence modifier to the result. A character that is a proficient reader can also add their proficiency bonus to the total roll for the attack.

If the total of the roll plus modifiers equals or exceeds the book's Academic Class (AC), the attack hits. Otherwise, it misses. On a miss, a reader is unable to get into the book this sitting, finding its content too challenging or their mood too restless. On a hit, a reader rolls to see how much damage they deal to the book's hit points; in other words, how many pages they finish in this sitting.

These attacks score a critical hit on a 20, as normal.

A reader in an appropriately restful setting, such as a library, or who is otherwise relaxing in an extended period of downtime, can make these attacks with advantage. Other circumstances, such as camping out in unfamiliar territory and attempting to read for a couple of hours during a long rest, might impose disadvantage at the DM's discretion.

A successful attack deals damage based on character level. The damage begins at **1d10 + the reader's Intelligence modifier**. The attack's damage increases by 1d10 when the reader reaches 5th level (2d10), 11th level (3d10), and 17th level (4d10).

When the damage is resolved, deduct the total dealt from the book's hit points. When a book's hit points reach 0, it has been finished, and the reading character has studied its contents thoroughly enough to commit them to memory.

Multiple creatures can read a book simultaneously. Each reader tracks the progress of its own reading independently.

If a creature that has finished reading a book within the last year wishes to read it again, it makes all attacks against it with advantage.

THE PACE OF READING

Unless they are very slim, most dynamic books are intended to be tackled over several days at a minimum. As in real life, a book left unattended can be hard to pick up again, the reader having lost the thread of their understanding in the days since they last perused it. However, the adventuring life is full of unexpected interruptions, and precious little time to read. A dynamic book used in a campaign should be gauged with this in mind.

Books can take the equivalent of short or long rests, representing a loss of cohesive progress if a volume is left unread for a significant period of time. At the end of every week, an unfinished book takes a short rest, rolling 1 Hit Die for each stretch of 24 hours it was left unread. All books have a default total of 15 Hit Dice. At the end of a month, an unfinished book takes a long rest, regaining all hit points and expended Hit Dice.

A book can be assigned a **DR**, standing for "Digestibility Rating" or "Days Reading". This is the expectation of how many days, on average, a book takes to finish. DR assumes that 2 hours reading time is only available to be taken once per day (likely during a long rest). DR varies by tier of play.

To calculate the basic DR of a book, divide its total hit points by 8 for a Tier 1 party; by 14 for a Tier 2 party; by 20 for a Tier 3 party; or by 25 for a Tier 4 party. This gives an appropriate DR for any book with an AC of 13 or lower.

PROFICIENCY IN READING

Most PCs can read, but that doesn't necessarily mean they are proficient in the skill. Remember that a character's reading proficiency is determined by their background, with a small "b". Examples of narrative elements and class choices that grant reading proficiency are given in Chapter 2.

ADDING COMPLEXITY

Books, like creatures, can be given traits that might affect their DR or simply change how the players engage with them. A magical book, for example, might present a new story to its reader each time it is worried they are getting bored: in this case, it gains a trait that causes it to take a long rest, rather than a short rest, at the end of each week if unfinished, with new contents filling its pages each time it completes a long rest. Another book might change its AC from day to day or at certain hit point thresholds, representing more complex or more digestible sections within the same volume.

As a general rule of thumb, for each increment above 13 that a book's AC is increased by, the basic DR should increase by 1. Each trait that increases the complexity or danger of reading the book also increases the basic DR by 1.

As in all things as the DM, use your best judgment when setting the DR for a book, and set expectations for the party. If a book is meant to be a real challenge to get through, then it should be telegraphed as such: thick, with tightly-packed script, or perhaps possessed of an openly hostile inhabiting personality. And the information gleaned as a reward from such a text should be rich indeed.

INFORMATION GLEANED FROM READING

How you reward your players with information from a dynamic book they are reading is ultimately up to you. As in a combat with a creature when blows are traded and the action narrated for added drama, it might add to the experience if you reveal a few snippets here and there as damage is dealt and the book's contents are unravelled. While the encounter with the book is ongoing, this piecemeal flow of information will serve a similar purpose as narrated action, informing the reader of the progress of their endeavor and spurring them on to push for more.

The real loot should be saved for when the battle is done and the book is finished, however: representing a character's more holistic understanding of its parts in context, and any revelations that come once they have had time to sit back and consider the implications of the text. Using a book's DR and considering the normal pace of your adventuring group should give you a general window of time to have the appropriate lore, magical reward, or other key information prepared to deliver to the reader who has just completed this extended encounter in the pursuit of knowledge.



EXAMPLE BOOKSHELF

A statblock, while not strictly necessary to track a dynamic book, can serve as a useful, concentrated reference for you as the DM. It is also a convenient place to store information on what the reader learns by finishing a book.

Included here are five statblocks created using the dynamic books rules, ranging from simple to savagely hostile. The DR line shows the expected Days Reading the book will take for a character in Tier 1 (1st–4th level), Tier 2 (5th–10th level), Tier 3 (11th–16th level), and Tier 4 (17th–20th level), arranged in this order from left to right.

Jack of Darts

Slim poetry collection, by Fastid Tybur

Academic Class 14

Hit Points 73 (15d6 hit dice)

Languages Common

DR 11 | 7 | 5 | 4

The Maester's Widow

Slim novella, by Augustine Danthare

Academic Class 12

Hit Points 112 (15d6 hit dice)

Languages Common

DR 14 | 8 | 6 | 5

Classic. A creature that finishes this book gains a bonus to Charisma (Persuasion) checks against other creatures that have begun reading it, so long as its contents are mentioned in the conversation.

The Orbs of the City

Medium historical text, by Wynthrope Endel

Academic Class 16

Hit Points 208 (15d8 hit dice)

Languages Common, Elvish

DR 29 | 18 | 14 | 12

Architect's Delight. The book is vulnerable to damage dealt to it by a creature with proficiency in one of the following sets of tools: carpenter's tools, cartographer's tools, or mason's tools.

The Knowledge. A creature that finishes this book gains advantage on Wisdom (Survival) checks made in the city of Firth, as well as advantage on Intelligence (Investigation) checks related to the exteriors of its buildings.

The Ruby of a Thousand Faces

Sizable novel, by Anonymous

Academic Class 12-18 (varies)

Hit Points 341 (15d10 hit dice)

Languages Primordial (Ignan)

DR 50 | 32 | 24 | 21

Page Yearner. This book wishes desperately to be read. If left unread for a period of 8 days, it feels spurned and completes a long rest.

Shifting Stories. When the book completes a long rest, roll 1d8. The book's contents change to a story concerning the character that corresponds with the number rolled, as shown below.

1 - Raban (AC 15)

2 - Elinqueza (AC 13)

3 - Vintdare (AC 17)

4 - The Princess of Red (AC 12)

5 - Sultan Angsar III (AC 18)

6 - Adranzonyx, the Northern Dragon (AC 16)

7 - The Princess's Lost Camel (AC 13)

8 - The Merchants Five (AC 12)

Treasured Words A creature that finishes this book when it tells the story of the Princess's Lost Camel learns the location of the *thousandfold ruby*.

Ugliev's Irate Treatise

Very slim academic paper, by the Archmage Ugliev

Academic Class 21

Hit Points 46 (15d4 hit dice)

Languages Dwarvish, Draconic, Celestial

DR 15 | 13 | 12 | 11

Dullard's Demise. The book is inhabited by the highly judgmental spirit of the mage-researcher Ugliev, who visits his distaste on anyone who cannot untangle his contorted prose. A creature that fails its attack on the book's AC takes 5d10 psychic damage. The target must succeed on a DC 18 Intelligence saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature completes 2d4 long rests. The target dies if this effect reduces its hit point maximum to 0.

Groundbreaking Discovery. A creature that finishes this book can add the *true resurrection* spell to its spell list, if it has the ability to cast at least one spell.

EXPANDED TOOL USES

The tools listed in Chapter 5 of the *Player's Handbook* offer simple, straightforward examples of their use. When used as the focal point of an ability check, tools you are proficient with allow you to apply your proficiency bonus to the check, which can be tied to any ability score based on the context of the action taken. Chapter 2 of *Xanathar's Guide to Everything* offers a more in-depth explanation of tool proficiencies, as well as guidance on how to combine tools with existing skill proficiencies to grant advantage on ability checks and more. This section takes tool proficiency a step further for those tables looking to get the very most out of their kit. Firstly, an example of advanced, dedicated tool use is provided through an expanded selection of options for cook's utensils. Secondly, guidance is given on the potential of tool synergy: combining proficiency in two or more tools for additional benefits in much the same way as you might combine a tool and a skill.

ADVANCED COOKING

Good food is more than sustenance: it is a motivator, a negotiator, and a bolstering emotional comfort. Alone or in addition to the options for using cook's utensils outlined in *Xanathar's Guide to Everything*, the following advanced methods of application can be added to the staple output of your party's resident chef.

Boost Metabolism. If you or a friendly creature you know is undertaking research during downtime, or undertaking another downtime activity that requires Intelligence checks, you can prepare food to assist in energizing the brain. To do so takes 1 hour, which can be taken during a short or long rest. Make a DC 10 Wisdom check, adding your proficiency with cook's utensils to the roll. On a success, the time a creature must take to complete the upcoming day's downtime activity is reduced by 1 hour. It is reduced by a further hour for every increment of 5 you exceed the DC of the initial check by: a result of 15 reduces the time required by 2 hours, and so on.

Comfort Food The warmth of a quick and familiar treat can spread from the stomach to the heart, bringing calm and courage to creatures shaken by some event. Making comfort food takes 10 minutes, which can be taken during a short or long rest. Make a Wisdom check, adding your proficiency with cook's utensils to the roll. You can give comfort food to a number of creatures up to $1 + \text{your proficiency bonus}$. A creature that eats the comfort food and is frightened or afflicted with long-term or indefinite madness, as described in Chapter 8 of the *Dungeon Master's Guide*, has the effects of their frightened condition or madness suppressed for 8 hours if the result of your check equals or exceeds the DC of the original saving throw the creature failed against the inflicted condition.



Favorite Meal If you know what a creature's favorite meal is, you can attempt to prepare it for them just as they like it to get into their good graces. To do so takes 1 hour, which can be taken during a short or long rest, during which you must have the relevant ingredients to hand. Make a Wisdom check, adding your proficiency with cook's utensils to the roll. The DC for the check is 10 for a friendly creature, 15 for a neutral creature, and 20 for a creature that has reason to dislike you. On a success, the DC of the next Charisma (Persuasion) roll you make against that creature within the next 24 hours is reduced by an amount equal to your proficiency bonus. If you beat the DC of the initial Wisdom check by 5 or more, the DC of the following Charisma (Persuasion) check is reduced by a further 1, and by 1 again for every increment of 5 you exceed DC of the initial check by.

TOOL SYNERGY

Tools have specific, sometimes niche, applications, especially when compared with skills. Through a background or class feature, multiple characters in a D&D party are likely to have at least one tool proficiency – but a single character maintaining multiple tool proficiencies (and investing in the equipment to use them all) is much less common. To reward those players who enjoy creating swiss army knife characters, or those playing a class, such as the artificer, that naturally gathers multiple tool proficiencies, you can use tool synergies to offer the following benefits:

Advantage and Choices. Where the use of two or more tools overlap for a check, and a character is proficient with and carrying all of those tools, consider allowing the character to make the check with advantage.

For example: a character proficient with both thieves' tools and woodcarver's tools is inspecting a sturdy oak door, seeking a way to break in. The DM grants the character a choice of a Strength check (using the woodcarver's tools) or a Dexterity check (using the thieves' tools) to open the door, and offers advantage on whichever check the character decides to make, reasoning that they can use their knowledge of door construction or lock mechanisms to compliment the use of their other tool.

Combined Craft. Where a character is proficient with and carrying two or more tools that can contribute to the creation of an item, consider allowing their expertise in this specific combination of materials to reduce the time and cost required to craft it. The character can divide the gold piece cost of an item by 75, rather than by 50, to determine how many workweeks it takes to create an item that fits these criteria, and the overall gold cost of materials required to craft the item is reduced by a number of gold pieces equal to the character's proficiency bonus (to a minimum cost of 1 sp).

For example: a character proficient with both chandler's supplies and smith's tools could craft a lantern with these benefits.



ADDITIONAL BENEFITS TO TOOL SYNERGY:

COMBINING WITH COOK'S UTENSILS

While not every tool will necessarily have a clear use when combined with another, the possibilities of tool synergy are expansive nonetheless. Using the example of cook's utensils, we can see below how combining proficiency in that tool with proficiency in at least one other opens the doors to a number of opportunities for new unique uses, as well.

Oftentimes, the synergistic benefit of two tools will be useful only in very particular cases – the examples given below, for instance, predominantly influence social gameplay or describe a prepared benefit, as might be expected of cooking. Just as with certain skills or class features, some tool proficiencies are more suited for some types of game over others; and just as normal, individual characters will be in their element on occasion, but give up the limelight to their friends and fellow party members during other events. When using tool synergy, encourage your players to think creatively with their tool proficiencies for ways that might help solve an open-ended scenario, and adjudicate the results through the tone and context of your campaign firmly but fairly.

COOK'S UTENSILS SYNERGY

Tool proficiencies and example benefits when combined with a proficiency in cook's utensils are listed alphabetically.

Alchemists' Supplies. Through the applied science of alchemy, you can prepare food in unusual and unexpected ways, or even disguise one type of food as another: making meat pies into pears, pears into carrots, or even presenting crumbled cake as a bed of soil. A creature that eats a meal you prepare with these methods must make a contested Wisdom (Insight) or Wisdom (Perception) check against your cook's utensil's check. On a failure, a creature takes a penalty to any further Wisdom (Insight) and Wisdom (Perception) checks, as well as to initiative rolls, equal to your proficiency bonus for the next 10 minutes.

Brewer's Supplies. A character proficient with both brewer's supplies and cook's utensils is especially knowledgeable on the processes of fermentation. Your proficiency bonus is doubled for any tool checks you make to bake bread or brew alcohol made of grains, unless they are already benefiting from a feature, such as Expertise, that doubles your proficiency bonus. You also have an excellent palate for pairing food with complementary alcohol. A creature making a Charisma (Performance) or Charisma (Persuasion) check to a table where you have served the food and drinks can add your proficiency bonus to its roll if it is not already proficient in the skill, making the most of the convivial atmosphere you have helped develop.

Calligrapher's Supplies. Your proficiency bonus is doubled for any calligrapher's supplies checks you make to create place settings, invitations, menus, or similar works for dining events, unless they are already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Carpenter's Tools. When cooking something of impressive size, such as a many-tiered cake, that benefits from hidden supports, you can gain make a DC 10 carpenter's tools check. On a success, you gain advantage on the cook's utensils check you make to create the food.

Cartographer's Supplies or Navigator's Tools. Your twin passions of travel and food have crafted a wordly palate. You have advantage on any cook's utensils checks you make to create local cuisines in an area you are not native to. You also have advantage on any Intelligence (Investigation) or Wisdom (Perception) checks made to identify a dish foreign to you.

Chandler's Supplies. You excel at setting the ambience for a dining experience with the right scents and lighting. A creature that has an Intelligence score of 8 or higher and that is eating one of your meals within the light of a candle or other light source you have placed can add your proficiency bonus to any Wisdom (Insight) or Charisma (Persuasion) check that it makes regarding another creature within the light, if it is not already proficient in the skill. In addition, you can wrap food in waxed paper for later use: food you prepare lasts a number of days equal to your proficiency bonus before spoiling.



Cobbler's Tools. Excellent inspiration for naming a crumble, but otherwise of little use in culinary pursuits.

Disguise Kit. Knowing your way around a kitchen is of great use when pretending to work in one. When you use a disguise kit to take on the role of a server, a caterer, a chef, or similar, other creatures have disadvantage on Intelligence (Investigation), Wisdom (Insight) or Wisdom (Perception) checks made to see through your disguise.

Glassblower's Tools. Heat and timing are integral to the processes of both cooking and glassworking. When using an oven or other heat source to create items with either set of tools, your proficiency bonus is doubled for any checks you make with cooks utensils or glassblower's tools, unless they are already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Herbalism Kit. Using your knowledge of herbs, you can gather ingredients for garnishing and flavoring your food, and even help disguise the taste of other elements of a dish. When preparing food, you can also make a DC 10 herbalism kit check. On a success, the DC of Intelligence (Investigation) or Wisdom (Perception) checks made to detect ingredients in your food by taste or smell is increased by a number equal to your proficiency bonus.

Mason's Tools or Potter's Tools. With your knack for building out of stone or clay, and your knowledge of cooking, you can build a rudimentary but effective oven from scrounged rock over 1 hour, which can be taken as part of a short or long rest. The oven lasts for 1d4 days. You have advantage on any cook's utensils checks you make using the oven to cook.

Painter's Supplies. Your extensive experience with food makes your studies all the more accurate. Your proficiency bonus is doubled for any painter's supplies checks you make to illustrate food or drink, unless they are already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Planarscope. Study of the planes and their peoples has given you insight into far-flung cultures, and with your cooking skill you can understand the basics of food from other planes enough to recreate it. You have advantage on any cook's utensils checks you make to create a common dish from a plane you are able to observe through a planarscope in your possession, as well as to any Intelligence (Investigation) or Wisdom (Perception) checks you make to identify ingredients originating from one of those planes in a dish.

Poisoner's Kit. As you well know, a meal gone awry can be awful for the constitution. A deliberate poisoning gone right can be made to look like nothing more than a mishap in the kitchen. Using your cook's utensils, you can create a mildly poisonous meal. A creature that eats the meal must make a Constitution saving throw, the DC of which equals the result of your cook's utensils check made when creating the meal. On a failed save, the creature becomes poisoned for 8 hours. The creature can repeat the saving throw at the end of each hour. On a success, the effect ends.

If you are in possession of particular poisons, you can use them as ingredients in your meals, sacrificing none of their potency. A poison that deals damage to a creature, or that inflicts a condition other than the poisoned condition upon it when ingested, is much easier to detect in the taste and smell of the food. For each of these additional effects, the DC of any Intelligence (Investigation) or Wisdom (Perception) checks made to notice the poison in the food is lowered by 5.

Finally, you have advantage on any checks made to safely handle poisonous or venomous ingredients, such as reptilian or insectoid glands or certain cuts of fish.

Smith's Tools. Keeping your tools sharp is essential for a prepared cook. Over the course of an hour, which can be taken during a short or long rest, you can maintain your utensils with whetstones and other equipment from your smith's tools. Cook's utensils that receive this maintenance gain a +2 to the next check you make with them. Once the check is made, the bonus is lost.

Thieves' Tools. The components of cook's utensils make for half-decent tools for jimmying and picking at mechanisms in a pinch. You can use your cook's utensils in place of thieves' tools when called upon to make a thieves' tools check. You make the check at disadvantage, but still add any other bonuses, including your proficiency bonus, to the check as normal.

Tinker's Tools. You can use your tinker's tools to make life easier for yourself when cooking by crafting a handy kitchen gizmo or gadget. Over 10 minutes, you can attempt to create such a gadget by making a DC 20 tinker's tools check. On a success, you create a Tiny object of your own design that you can add to your cook's utensils. When you make a cook's utensils check with the gadget included, you can treat a d20 roll of 9 or lower as a 10. The gadget breaks if you roll a 5 or lower on the d20 for the check.

Weaver's Tools. Your cooking experience adds to your knowledge of bespoke products for kitchen use. Your proficiency bonus is doubled for any weaver's tools checks you make to create aprons, dishcloths, oven gloves, table cloths, or similar specialty items, unless they are already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.



TRAVEL RESTS

In certain campaigns, extended periods of travel – be it overland, over the waves, or through the air – factor as crucial challenges in and of themselves for a party to overcome on the way to their next goal. To present the sense of the player characters battling against the elements, offer them the chance to explore and discover, and the need to manage their resources to claim success, a DM may wish to undertake these parts of the adventure in real time, rather than transition from point A to point B via a few lines of narration. As is true in so many great stories, the journey can be just as exciting (and important) as the destination.

During longer journeys, however, it might be difficult to fill the typical adventuring day, as described in the *Dungeon Master's Guide*, with worthwhile encounters. Random creature or bandit attacks can only retain their novelty so many times, and lose their potency in a game of resource driven tension where long rests can be taken between days on the road. This system of alternative resting strikes a balance between the standard resting rules and the Gritty Realism variant found in the *Dungeon Master's Guide*, offering an "exploded view" of one of the game's core loops – dungeon crawling – to fit an inflated arena of play. Matching a group's sense of resource pacing to the narrative and descriptive pace of a sizable region can help make the travel portions of your game feel as full and engaging as any other.

THE WILDERNESS AS A DUNGEON

Travel Rests operate on a simple conceit: the wilds your party has need to traverse are nothing more than another dungeon. Just as the size of this dungeon, and the time taken to clear it, are greatly expanded compared to your average tomb or castle, so too does the timeframe of resting expand.

During periods of a game operating under Travel Rests, a short rest takes 8 hours to complete, and a long rest takes 24 hours to complete. A character can't benefit from more than one long rest in a 1-week period.

If either a short or long rest is interrupted by a period of strenuous activity — at least 1 hour of walking, fighting, casting spells, or similar adventuring activity — characters must begin the rest again to gain any benefit from it. The normal rules for light activity that can be undertaken during a rest remain unchanged: so characters will likely need to secure a safe camping spot to guarantee resting.

Under this treatment, each day of travel can be considered as an individual room or stretch of space within a dungeon: typically containing between 1 and 3 encounters that are divided between combat, skill checks to investigate and learn from the environment, and elements that progress the story of the region, such as interactions with NPCs. The players — and you, the DM — can settle into a familiar rhythm of narrative flow and resource management, without the need to fill each individual day with enough to entertain or exhaust a party of full-fledged adventurers. Time is a larger presence during these periods, but can also flow more freely: hours on the plains can trickle by in a sentence just as moments would between the corridors of an abandoned tower.

STOP AND START: KEEP COMMUNICATION FLOWING

Travel Rests rules aren't intended to be used throughout an entire campaign (although they can be, if your group wishes for a higher difficulty of resource management that still ranks below Gritty Realism). The rules can be implemented and then stopped again as appropriate. The most important thing, as ever, is to communicate this clearly to your players. When a new leg of an adventure involving long distance travel (or another scenario that benefits from Travel Rests) is about to begin, lay out the rules with your group and discuss why you want to use them. Listen to feedback. It's best to set the parameters for when the system begins and ends now. Ask yourself just how big your wilderness "dungeon" is, and make those boundaries evident. When the threshold is near and normal resting rules are about to resume, advertise that fact and remind your players of the upcoming change. Being able to look forward to the shift in gameplay adds another layer of anticipation to the emotions that pre-empt a journey's end.

Travel Rests might start and stop multiple times during an extended journey. If a party discovers a more typical dungeon or the like along the way and decide to explore it, then the pace of the game should shift again to accommodate a setting that is likely to demand more of the characters in a short span of time. When the group resumes travel, Travel Rests can also resume. In considering when to switch between rest rules, think less about point A and point B, and more about macro environments versus micro environments. Travel Rests are a tool for shrinking or expanding a game's pace to meet a game's space.

OPTIONAL ADDITION: SPELL DICE

Under Travel Rests rules, certain spells with durations designed for the length of the typical adventuring day suffer, and the characters that rely on those spells suffer disproportionately compared to their party members. If this is a concern, you can introduce Spell Dice.

As with Hit Dice, Spell Dice vary in size depending on a character's class. At 1st level, a character has 1 Spell Die, and each time a character gains a level, they gain 1 additional Spell Die. The Class Spell Die Size table details the size of a Spell Die gained from a level in a given spellcasting class.

CLASS SPELL DIE SIZE

Character Class	Spell Die
Artificer, Paladin, and Ranger	d2
Bard, Cleric, Druid, Sorcerer, and Wizard	d4
Fighter (Eldritch Knight), Gourmet (Elemental Cuisine), and Rogue (Arcane Trickster)	d1
Warlock	None

EXPENDING AND RECOVERING SPELL DICE

A character with the Spellcasting feature can spend one or more Spell Dice at the end of a short rest, up to the character's maximum number of Spell Dice, which is equal to the character's level. For each Spell Die spent in this way, the player rolls the die and chooses expended spell slots to recover. The spell slots can have a combined level that is equal to or less than the total result rolled on expended Spell Dice, and none of the slots can be 6th level or higher. The player can decide to spend an additional Spell Die after each roll, before or after recovering spell slots with the dice they have already expended.

For example, a bard rolls two of their Spell Dice for a result of 5, and can recover up to five levels worth of spell slots. They choose to recover an expended 3rd-level spell slot and one expended 2nd-level spell slot. If they wish, they can roll further Dice for the chance to recover more slots.

At the end of a long rest, a spellcasting character regains spent Spell Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Spell Dice, they can regain four spent Spell Dice upon finishing a long rest.

SPELL DICE AND OTHER SHORT REST

SPELLCASTING FEATURES

Warlocks receive no Spell Dice, as their Pact Magic feature already restores their expended spell slots upon completing a short rest. Wizards and Druids of the Circle of the Land also gain a limited form of spell slot restoration on a short rest through the Arcane Recovery and Natural Recovery features, respectively. These features (and others like them) should remain unchanged when using Spell Dice, emphasizing the ability of these magic users to outlast their peers. It is recommended, however, that a player declares their intention to use such a feature before they decide on expending any Spell Dice, as both choices occur at the end of a short rest.

ALTERNATE LANGUAGE PROFICIENCY

For DMs looking to add extra immersion into their worlds, the plethora of languages spoken by characters and NPCs in D&D offer an untapped wealth of possibility. As standard, a creature that knows a language can read or speak it perfectly. In a game using these optional rules, creatures display varying degrees of ability in the different languages they speak, and comprehending different languages becomes a challenge just like any other skill check.

LANGUAGE PROFICIENCY

Languages are linked to a character's Intelligence score. For each language in which a character has some degree of understanding, they will have a Passive Language score, determined in the same way as the totals for passive skill checks are in Chapter 7 of the *Player's Handbook*. Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check

If the character has advantage on the check, add 5. For disadvantage, subtract 5.

The lowest form of understanding in a given Language is **rudimentary**. As a rudimentary speaker, you are not considered proficient with the Language for the purposes of making Intelligence (Language) checks, or determining your Passive Intelligence (Language) score. As your fluency increases in a Language, your modifiers increase, as shown in the Language Proficiency Levels table on the next page.

A **fluent** speaker almost never needs to roll an Intelligence (Language) check, but a DM might still ask a fluent speaker for a roll if a text or utterance is in an archaic version or obscure dialect of the language in question. In such cases, a fluent speaker treats their language proficiency as **advanced**.

LANGUAGE COMPREHENSION

Whenever a character hears (or, as in the case of Sign, sees) a creature speaking a language it knows, attempts to read something written in a language it knows, or attempts to communicate its own ideas to another creature in a language it knows, the DM assigns a **Comprehension DC** based on factors such as how complex the content is, the accent of the speaker, the speed at which they are talking, and so on. If a character's Passive Intelligence (Language) score beats the DC, then the character can understand what is being heard or read, or adequately convey what it wishes to. If not, the character has to make an **Intelligence (Language) check**.

When a character communicating their own ideas fails to meet the Comprehension DC with their passive score and must make an Intelligence (Language) check, this represents their difficulty conveying their thoughts in the given language. If a PC is conversing with a creature that is advanced or fluent in a given language, subtract the listening creature's Intelligence modifier from the Comprehension DC. This represents the creature's own ability to interpret the possibly imperfect communication of the speaking character.

The Typical Comprehension Difficulty table shows how to gauge the DC of an Intelligence (Language) check.

TYPICAL COMPREHENSION DIFFICULTY

Linguistic Elements

DC	
Employing and understanding single elementary words, used in isolation.	5
Discussing simple topics in basic terms. Listening to slow, clear speech. Reading a children's book.	10
Conducting an everyday conversation with a partner speaking at a normal pace. Reading a book for adults.	15
Engaging in academic discussion or sophisticated wordplay. Listening to a fast speaker. Reading poetry.	20
Discussing complex topics requiring technical language. Parsing very strong accents. Reading a scientific or legal treatise.	25
Interpreting an obscure dialect that diverges significantly from the standard. Reading an ancient tome written in archaic prose.	30

A success ensures that all parties understand what is being communicated. On a failure, the character that made the check is unable to understand or accurately convey the content of the communication.

OPTIONAL RULE: PARTIAL COMPREHENSION

If a player fails an Intelligence (Language) check by no more than 5, the DM may decide that the meaning of a text or utterance is partially communicated, but in a garbled form that diverges from what was intended. This can apply to the meaning a character perceives in the writing or speech of another, or to the meaning they themselves are attempting to convey – or both!

Below are some examples of specific linguistic errors a DM can employ when determining how to describe the outcome of an instance of Partial Comprehension:

- Omitting or replacing a key word.
- Changing the tense of a verb.
- Altering the number or gender of a noun.
- Swapping the subject and object of a sentence ("The guard robbed me" becomes "I robbed the guard").

These errors can be used individually or in combination, depending on the severity of a character's misinterpretation.

STARTING LANGUAGES

A new character can begin with fluent proficiency in a maximum of two languages. Each subsequent language they acquire during character creation decreases in proficiency by one level, down to the minimum rudimentary level.

When a character acquires a new language after character creation – through a class feature, feat, or some other means – they gain only a rudimentary proficiency in that language.

For example, a 1st-level wood elf ranger with the Outlander background will begin play fluent in Common and Elvish. The Favored Enemy ranger feature grants them advanced proficiency in one language at this level, chosen as Draconic. They also gain competent proficiency in another language of their choice – in this case, Sylvan – through the Outlander background. After multiple adventures, they reach 6th level and gain another language through their Favored Enemy feature, gaining rudimentary proficiency in Giant.

LANGUAGE PROFICIENCY LEVELS

Level	Description	Benefit
Rudimentary	You're a beginner, with only a basic grasp of the language. Hello, goodbye, my-name-is, and so on.	You gain a Passive Language score and the ability to roll Intelligence (Language) checks, but you may not add your proficiency bonus to these checks.
Conversational	You've developed enough familiarity with the language to be able to hold a basic conversation.	Add half your proficiency bonus (rounded down) to your Intelligence (Language) checks.
Competent	You have a good working knowledge of the language, having mastered its main tenses and a decent amount of vocabulary.	Add your full proficiency bonus to your Intelligence (Language) checks.
Advanced	Your understanding of the language now extends to its more subtle moods, idiomatic expressions, and obscure vocabulary.	Your proficiency bonus is doubled for any Intelligence (Language) checks you make for this Language.
Fluent	Whether you grew up speaking it, or have put in hours of practice and rigorous study, you have achieved complete mastery of the tongue.	You automatically understand spoken or written forms of this Language without needing to roll an Intelligence (Language) check.

INCREASING LANGUAGE PROFICIENCY

A character can spend their downtime **Training** to learn a language or pick up proficiency with a tool, as described in Chapter 2 of *Xanathar's Guide to Everything*. Under these alternative language rules, a character can gradually improve their proficiency in a given language over time through this method. The amount of time it takes to achieve each level of proficiency with a language is as follows:

- Rudimentary: two workweeks.
- Conversational: four workweeks.
- Competent: six workweeks.
- Advanced: eight workweeks.
- Fluent: ten workweeks.

This is a cumulative process: the total amount of time a character has put into learning a language thus far is subtracted from the total time needed to achieve the next level of proficiency in that language.

For example, a character with a rudimentary grasp of Halfling need only put in two workweeks to achieve a conversational level of proficiency.

SCRIPTS

Most languages have a corresponding script. Several languages typically share a script. For example, the Dwarvish script is used in Dwarvish, Giant, Gnomish, and Orc writings, as shown in Chapter 4 of the *Player's Handbook*. If a character wishes to train in a new language that makes use of a script they don't already know, then gaining rudimentary proficiency in that language takes one additional workweek.

CAROUSING

There are more ways to learn a language than with a formal tutor. At the end of each workweek a character spends during their downtime Carousing with native speakers of a language they already have some level of proficiency in, the character can make a DC 15 Intelligence (Language) check. On a success, this workweek counts towards achieving the next level of proficiency in that language.

FINDING THE RIGHT WORDS

When seeking a tutor to train a new language, it might not be so simple as asking around. Generally speaking, a character can train in a Standard Language in any town, city, or other area where native speakers are to be found or learned linguists are available. Tutors in Exotic Languages, however, are in much shorter supply. If such a rare scholar is available to train a character, their prices reflect their relative scarcity and precious time. Training to learn an Exotic Language costs 50gp per workweek, rather than the usual 25gp.

ENHANCED UNDERSTANDING

When using these optional language proficiency rules, use the following rules for magical effects and other features that grant a degree of enhanced understanding in languages:

- The *comprehend languages* spell grants competent proficiency in the understanding of any signed, spoken, or written language the target perceives. It does not increase the target's level of proficiency for any languages it attempts to communicate in itself.
- The eldritch invocation Eyes of the Rune Keeper grants the character fluent proficiency in all languages it perceives through writing. It does not increase the character's level of proficiency for any languages it attempts to communicate in itself.
- The spell *tongues* grants the target fluent proficiency in the understanding of any signed or spoken language the target perceives or attempts to communicate in itself. It does not increase the target's level of proficiency for any languages it attempts to read or to write in.
- More finely focused effects, such as the *speak with animals* spell and similar magic, are assumed to grant the target fluent proficiency in methods of communication with the particular creatures or objects that the spell specifies, although no language is explicitly involved.

PLAYER CHARACTER RELATIONSHIPS

When the story allows it, certain PCs in a party can form bonds even stronger than those typical between adventurers. Romantic attachments – with all their risk alongside potential reward – are fairly common. Equally, characters might come to regard one another as rivals, measuring their own worth against one another as each vies for superiority in whatever displays they value. Other members of a group might share a more professional relationship, with formal benefits and expectations. Powerful feelings of love, ambition, or even mutual hatred can fuel compelling roleplay and serve as inspiration for key plotlines within a campaign.

Included here are some mechanical benefits that a DM can grant to PCs as a reward for investing in these roleplay driven interactions. As is the nature of the relationships themselves, these rewards might come or go, waxing or waning in strength as a collaborative story evolves between PCs. Lovers might become enemies, the student become a master, or vice versa. Use these options as tools for reinforcing themes of a campaign and elements of your party's relationships that really matter to them.

MASTER & APPRENTICE

Two creatures can enter into a formal relationship with one tutoring the other in a skill or skills the other has need of. A master and apprentice relationship grants the following benefits to characters at the DM's discretion:

Subject Matter. When you form this relationship, choose one skill, tool proficiency, or weapon proficiency that the master has and the apprentice does not. This is the subject matter which the apprentice wishes to learn.

Internalized Lesson. When the apprentice makes an ability check, tool check, or weapon attack using their chosen subject matter, they can gain advantage on the roll. They can do so a number of times equal to their master's Intelligence or Charisma modifier (chosen when this relationship is formed), and regain all expended uses after completing a long rest. At least 1 hour of the long rest must be spent conversing or training with their master to regain the expended uses.

Private Instructor. The master can serve as an instructor to the apprentice when spending downtime in Training (as detailed in Chapter 2 of *Xanathar's Guide to Everything*) to gain proficiency in their chosen subject matter. When they do so, the cost of training is halved, and the time required for the training is reduced by a number of workweeks equal to the master's Intelligence or Charisma modifier. At the start of a workweek, a master can make a DC 15 Intelligence or Charisma check to attempt to halve the time required again for that week. If for any reason the training is not successful, the apprentice cannot use their Internalized Lesson feature until they complete 1d6+1 long rests.

Pass on What I Have Learned Whenever a master would gain the Ability Score Improvement feature, they can choose to forgo taking that feature to grant an additional boon to their apprentice instead. The apprentice can take one feat that the master already has, so long as they meet any specified prerequisites. Alternatively, the apprentice can ignore all requirements on the use of one magic item, so long as their master can ordinarily use that item.

Secured Legacy. Whenever an apprentice gains proficiency in their chosen subject matter, their master gains a permanent +1 to any roll they make using the subject matter. The apprentice and master can agree on new subject matter to study, or they can choose to end the formal relationship.

THE POWER OF LOVE

Two or more creatures can dedicate themselves to one another as romantic partners. A true commitment between individuals bolsters their resolve as adventuring colleagues, granting the following benefits at the DM's discretion:

By Your Side. You can use the Help action as a bonus action when assisting your partner with an ability check while they are within 15 feet of you. When you use the Help action to assist your partner in attacking a creature, the target of that attack can be within 20 feet of you, rather than within 5 feet of you, so long as it is within 5 feet of your partner.

"Don't You Die On Me!" When you successfully stabilize your partner using a Wisdom (Medicine) check, they return to consciousness with 1 hit point. Once they do so, they cannot benefit from this feature again until they complete a long rest.

Heartbreak. If you can see or hear your partner and they die, you gain advantage on all attack rolls, ability checks, and saving throws until the end of your next turn as adrenaline rushes through you. 1 minute after learning of your partner's death, you gain 4 levels of exhaustion as reality sets in and you are heartbroken. A level of exhaustion gained in this way can only be reduced by a number of long rests equal to 5 minus your Wisdom modifier (a minimum of one long rest).

If your partner is returned to life and you are aware of this, your exhaustion is also reduced by 1 level.

THE SPIRIT OF COMPETITION

Two creatures, even working on the same side, might butt heads so regularly as to declare one another as their rival. Whether the sparring between them is friendly or fierce, rivals can gain the following benefits at the DM's discretion:

Anything You Can Do... When you can see your rival make an attack roll or an ability check within 60 feet of you, you can use your reaction to give yourself advantage on the next attack roll or ability check you make within 1 minute that uses the same ability score as the one used by your rival. If the affected attack roll or ability check fails and your rival can see you, you gain disadvantage on all attack rolls, ability checks, and saving throws until the end of your next turn.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you complete a long rest.

"They're Mine!" When your rival would be reduced to 0 hit points but not killed outright and is within 10 feet of you, you can use your reaction to move up to 10 feet towards them and grant them resistance to the triggering damage until the end of the current turn, possibly stopping them from falling to 0 hit points. When you do so, you take the same amount of damage as your rival. Once you use this reaction, your rival must complete a long rest before you can do so again.

Begrudging Respect. When initiative is rolled and your rival is within 30 feet of you and can see you, you can agree to each expend a number of uses of your Anything You Can Do... feature to grant one another temporary hit points equal to 5 x the number of uses expended.

ENDLESS PERMUTATIONS

Genuine love takes many forms. The boons granted through The Power of Love could just as easily be shared between family members or lifelong friends as they can be shared between romantic partners. And those partnerships might be monogamous, polyamorous, formally recognized in the campaign setting — or not.

Likewise, rivalry is a many-headed hydra of potentially complex emotions. Some rivals might seek the same goals, but employ wildly different methods in their pursuit. Others might be totally opposed in philosophies, moral or otherwise, and be forced to work together through a quirk of circumstance that they find particularly grating. They can be played as firm friends with a long history of one-upmanship, or bitter enemies a hair's breadth away from coming to blows.

The benefits of a master and apprentice pairing can also be broadly applied: the relationship could be a knight and their squire, a scholar and their student, a tradesperson and their apprentice, or even a dedicated servant assisting a noble employer. The relationship is defined by an accepted imbalance — one of the creatures has skills the other has need of, and is willing to commit to sharing that knowledge.

YIN & YANG

Two creatures, chosen by fate, have been twisted to shape one another's legend. This relationship is not often entered into freely, but is one dictated by the forces of the universe. If the pairing is established at character creation, elements of the campaign world and character backstories should hint at when fate stepped in: a prophecy, tragedy, or bargain, perhaps — maybe one of ancient origin. If the relationship is formed later, once gameplay has begun, it ought to be in the wake of a grand event that weighed on the cosmic scales and inexorably bound two souls.

The members of a yin and yang pairing aren't excluded from the benefits of another relationship detailed in this section. They are destined opposites: and this might cause them to be constantly in contest, or it might mean that they are two complementary halves that complete a larger whole. A player character might even find themselves as one half on an unwitting yin and yang pairing with an NPC or enemy.

Prerequisites. Unlike other player character relationships, the forming of a yin and yang pair is tied to the very natures of those involved. A pair of creatures can only form this relationship if they are diametrically opposed in at least one aspect of nature, represented by their ability scores. See the Yin and Yang Ability Score Opposition table below for which ability scores oppose each other. One creature in the relationship must have an ability score from an opposing pair of a 16 or higher. The other character must have a corresponding score of 11 or lower. Each character in the relationship must have one high score and one low score in the given pairing.

For example, a fighter with a Strength score of 17 and no



YING AND YANG ABILITY SCORE OPPOSITION

Ability Score Opposing Score Options

Strength Dexterity, Intelligence, Wisdom

Dexterity Strength, Constitution, Wisdom

Constitution Dexterity, Intelligence, Charisma

Intelligence Strength, Constitution, Wisdom, Charisma

Wisdom Strength, Dexterity, Intelligence, Charisma

Charisma Constitution, Intelligence, Wisdom

other ability scores above a 15 can enter into this relationship only if their counterpart has a Strength score of 11 or lower, and a Dexterity, Intelligence, or Wisdom score of 16 or higher. The fighter must also possess no higher than an 11 in whichever opposing score their counterpart excels in.

While this relationship exists, a character's high score cannot fall below 16, and their low score cannot exceed 11.

A DM can waive this requirement if the two creatures forming the relationship are opposed in alignment, either on the axis of lawfulness and chaos, or good and evil.

The counterparts of a yin and yang can gain the following benefits at the DM's discretion:

Antipodes. When you are within 15 feet of your counterpart, you make saving throws using your lowest opposing ability score at disadvantage, and your counterpart makes saving throws using the same ability score with advantage.

Black & White. When this relationship is formed, choose one damage type pairing from the Black & White Damage Types table below with your counterpart and your DM. You and your counterpart each choose a different damage type in the pairing. Whenever your counterpart casts a spell or uses

a feature that deals your chosen damage type, its damage type is instead changed to the type your counterpart has chosen in the opposing column of the table.

BLACK & WHITE DAMAGE TYPES

Damage Type	Damage Type
Cold	Fire
Lightning	Thunder
Necrotic	Radiant
Poison	Psychic

Mirrored Essence. Whenever your counterpart has resistance to a damage type listed in the Black & White Damage Types table, you gain resistance to the damage type listed alongside it in the opposing column of the table.

Shared Fate. You can always feel the direction in which your counterpart is located if they are on the same plane of existence as you.

If your counterpart is on the same plane of existence as and is making death saving throws, fatal consequences visited upon them tug at your own life, as well. Whenever your counterpart would die (either as a result of accruing three death saving throw failures or taking massive damage), it instead lingers between life and death and you immediately drop to 0 hit points. If you are already at 0 hit points when this occurs, you gain one death saving throw failure.

When both creatures in the relationship are at 0 hit points, the following changes occur:

- If you are stabilized, your counterpart immediately stabilizes as well.
- If you roll a natural 20 on a death saving throw and regain 1 hit point, your counterpart also regains 1 hit point.
- If you accrue three death saving throw failures and your counterpart has already accrued three death saving throw failures or would have normally died from taking massive damage, you both die.

A pangolin bard
feeling especially inspired



VARIED INSPIRATION

Player Character Relationship benefits and other Boons, as described in the *Dungeon Master's Guide*, can be granted as a reward for the culmination of a large piece of shared storytelling. Chapter 4 of the *Player's Handbook* details the Inspiration rule for rewarding more discrete instances of good narrative gameplay. If your table uses inspiration, here are two optional variations on playing with it.

FLOATING INSPIRATION

When an entire party joins in a fun piece of roleplay, works together to overcome an obstacle in characterful ways, or otherwise fits the criteria set out at your table for gaining inspiration, a reward might feel warranted, but granting inspiration to every single PC might feel like it is tipping balance heavily in their favor for the next few sessions. Instead, you can give the power to the players by granting the party at large a piece of floating inspiration: this is not assigned to any one PC, but can be used by any of the party when needed and agreed upon by the other members.

INSPIRED BEYOND LIMITS

Rather than use inspiration to gain advantage on an attack roll, saving throw, or ability check, you can allow inspired PCs to push themselves beyond their ordinary limits and expend their inspiration to fuel a feature that has a limited number of uses, without expending any of those uses. It's up to you whether a PC must have expended all normally available uses of such a feature before they can push themselves in this way, or whether the inspiration can be expended at any time.

Features that can be fueled by expending inspiration in this way include:

- Any feature with a number of uses correlating to an ability score modifier or a character's proficiency bonus.
- Any feature with a number of uses that recharges on a short rest (including if the feature can only be used once between short rests).
- Any feature fueled by a point-based resource, such as Ki points or Sorcery points. Expenditure of inspiration in this way restores 1 expended point of the given resource.
- A feature fueled by a dice-based resource, such as the Superiority Dice of the Battle Master fighter or the Healing Light dice of the Celestial warlock. Expenditure of inspiration in this way restores one die of the size ordinary for a character's level used by the given feature.

Inspiration cannot be expended in this way to cast a spell in place of a spell slot or to fuel a feature that can be used only once before a character must complete a long rest, such as a half-orc's Relentless Endurance trait, or the cleric's Divine Intervention feature.

CATERED TABLES: MAKE ANY MENU MOUTH-WATERING

I've dined at the highest tables of the upper Planes and the most wonderfully decadent buffets of the Lower. I've stopped off for a bite at roadside inns that put both to shame. The names and places change, but the need for a good meal, hot and quick: that always stays the same.

HIPPOCAMPER

The party traipse into the tavern from the wilderness and drag themselves over to a table. They order ale. Of course, there is ale. Ah. Yes, they do have wine, too. But the road has been long to get here. Stomachs grumble. What's on the menu? Yes... what is on the menu..?

It's a timeless scene. One that can occur with surprising frequency, especially as your party stretches its legs beyond the regular establishments of their first town and become adventurers of the wider world. Local cuisine adds a depth of flavor – flavor that some players in a D&D group absolutely crave – to a region that can be difficult to impart through alternative details. Food is synonymous with everyday life: the lives of the people that the characters are here to interact with. And details of food in a scene excite imaginative senses of taste and smell that might go unexercised elsewhere.

A FEAST FOR THE IMAGINATION

Chapter 5 of the *Player's Handbook* provides a basic rundown of food and drink examples and prices. For when you need to reach for a more evocative offering to fill a menu, however, the following tables provide a plethora of appetizing inspiration. Meals are presented within a set of tables each environment category: arctic, coastal, desert, forest, grassland, hill, mountain, swamp, Underdark, underwater, and urban. Within each category, separate tables are provided for small plates, mains, and desserts.

The food presented here is drawn from culinary traditions from all over the real world, with many added twists befitting campaigns populated by the iconic creatures of D&D.

USING THE TABLES

You can use these tables to populate the menus of serving establishments of all stripes, from the humble tavern to the haute tables of an elite restaurant. Roll on the tables or select from them when preparing an appropriate location, or use them ad hoc when needed. One location might not fit neatly into one category: a port city, for instance, will have both urban and coastal culinary influences. Draw from one or multiple tables as you see fit for a given menu. It bears remembering that some eateries, such as a village tavern, feasting hall, or roadside barbecue, are likely to source their ingredients exclusively from the surrounding area.

In the tables, a name in bold refers to a creature stat block in the *Monster Manual*, where further information on the ingredients can be sourced for the discerning diner.



ARCTIC FOOD (SMALL PLATES)

d100 Serving

01–14	Bannock. Flatbread made from maize or camas bulbs, cut into slices to serve
15–28	Hunter's Warmth. A teacup of fresh seal blood
29–42	Mushroom medley
43–56	Blubber. Seal or whale
57–70	Dried reindeer meat
71–84	Dried seaweed
85–98	Labrador Tea. Rhododendron leaf tea
99–00	Boiled manticore tailspikes

ARCTIC FOOD (MAINS)

d100 Serving

01	Mixed seal brain, fat, and meat
02–04	Seal or walrus intestines
05–08	Seal or walrus ribs or backbone
09–13	Suaasat. Seal meat, onion, and potato soup
14–19	<i>Igunaq</i> Aged Walrus Meat. Fermented and frozen underground for two seasons
20–24	Seal liver, eaten warm from the hunt
25–28	2d4 lb. saber-toothed tiger haunch, eaten fresh
29–32	4d4 oz brown bear steak, eaten frozen
33–36	4d4 oz polar bear steak, eaten frozen
37–40	5d4 oz muskox or auroch steak tartare
41–44	8d4 oz mammoth steak, eaten warm and fresh
45–48	8d4 oz mammoth steak, eaten frozen
49–53	Soft-boiled griffon egg and salmon salad
54–58	Fresh caught arctic char (raw)
59–63	<i>Stroganina</i> . ribbons of frozen whitefish, served seasoned on ice-cold bowls
64–69	Soft-boiled roc egg and salmon salad (to share)
70–75	Slow-boiled burbot head soup, served in a mug
76–81	Fish pan-smoked over sawdust
82–85	Pickled herring and soda bread baked in hot sand
86–90	Root vegetable stew, seasoned with bay leaf
91–94	6d4 oz yeti steak, eaten frozen
95–97	Pickled troll soup, kept hot
98	7d4 oz abominable yeti steak, eaten frozen
99	1d8+2 sizzling remorhaze legs
00	Spitroast flank of young white dragon

ARCTIC FOOD (DESSERTS)

d100 Serving

- 01-17 *Akutaq.* Dried pike and caribou (**deer**) meat mixed with whipped fat, cranberries, and cloudberies
- 18-34 *Leather britches.* Maple syrup cooled to strips on packed snow
- 35-51 Flavored ice **mephit** shavings sorbet
- 52-68 Frozen goodberry
- 69-86 *Kwalish Mint Cake.* Energizing peppermint sugar bar.
- 86-00 *Mondlukaka.* Almond, jam and cream three-layered cake



COASTAL FOOD (SMALL PLATES)

d100 Serving

- 01-02 1d4 pickled onions
- 03-06 1d4 gherkins
- 07-10 Salmon and cucumber sandwiches
- 11-14 1d6 split pea or conch fritters
- 15-18 2d4 deep-fried calamari rings
- 19-22 *Takoyaki.* Deep-fried **octopus** balls
- 23-26 3d4 sake-steamed clams
- 27-30 Tuna poke with soy, avocado, and seaweed
- 31-34 *Chawanmushi with shrimp.* Savory egg custard steamed in a teacup, served with sea urchin
- 35-38 1d6 pan-fried shrimp *gyoza* (dumplings)
- 39-42 Generous serving of thick-cut fries
- 43-46 1d6 shrimp in batter, served with dipping sauces
- 47-50 Dried and seasoned seaweed
- 51-54 Mackerel in tomato sauce on toast
- 55-58 2d4 crispy **crab** sticks served with dipping sauces
- 59-62 2d6 raw oysters with mignonette sauce
- 63-66 1d6 fried rice balls
- 67-71 2d8 pieces fried plantain
- 72-75 Spicy smoked red **quipper** pâté with crackers
- 76-79 Ackee and saltfish
- 80-84 1d8 pieces *hosomaki* rolls, with tuna or vegetables
- 85-89 1d4 pieces cone-rolled *temaki* with fish or egg
- 90-94 1d6+1 *nigiri.* Raw sliced fish on vinegary rice
- 95-99 1d8+1 pieces *sashimi.* Raw sliced fish, no rice
- 00 Caviar. Optionally served with toast points

COASTAL FOOD (MAINS)

d100 Serving

- 01-03 **Giant toad** in the hole
- 04-06 Anchovy pizza
- 07-09 Pickled eels (**constrictor snakes**)
- 10-12 *Stargazy pie.* Pilchard head pie, served with peas
- 13-15 Scampi and thick-cut fries with tartar sauce
- 16-18 **Giant crab** claws with garlic and butter
- 19-21 Clam chowder with spinach salad and corn cobettes
- 22-24 Catch of the day in fish cakes, served with greens
- 25-27 **Griffon** egg in egg cup and 2d4 toast soldiers
- 28-30 Mock turtle soup
- 31-33 *Bake and reef shark.* With chutney in flatbread
- 34-36 Tuna pasta bake with garlic bread
- 37-39 8d4 oz. unseasoned **plesiosaurus** flipper
- 40-43 Seaweed noodles in spicy broth
- 44-46 Smoked and barbecued **giant lizard** legs
- 47-49 2d6 servings of **giant octopus** in its own ink



d100 Serving

- 50–55 Stewed sea prunes or ocean kumquats
56–59 Mussels in white wine sauce, served with crusty bread
60–63 Cuttlefish & black rice paella
64–67 Lobster roll or lobster thermidor
68–71 Raw fish *bibimbap* (seabass or rockfish)
72–75 **Killer whale** fluke meat, served raw, unseasoned
76–79 *Escovitch quipper*. Marinated and fried with dressing of bell peppers, carrots, and onions.
80–83 "Treasure Chest": young gold coin **mimics** served in a box, best eaten fresh and wriggling
84–86 Barbecued **young blue dragon** steak & fried egg
87–89 Shrimp *laing* prepared in **water elemental** broth
90–92 Jerked **bronze dragon wyrmling** wings with rice and peas
93–95 **Dragon turtle** soup
96–98 Whale belly bacon, gifted by a **storm giant**
99 Pan-fried +1 magic swordfish: eater gains a +1 bonus to attack and damage rolls for 8 hours.
00 8d4 **marid** barbels (surely, sautéed baby eels..?)



MOCK TURTLE

Tiny beast

Armor Class 14 (natural armor), 8 while prone

Hit Points 12 (3d4+6)

Speed 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	7 (-2)	15 (+2)	14 (+2)	12 (+1)	17 (+3)

Skills Performance +5

Senses Passive Perception 11

Languages Common, Aquan

Challenge 1/2 (100 XP)

COASTAL FOOD (DESSERTS)

d100 Serving

- 01–09 Stick of Waterdeep rock
09–18 Creamy coconut pudding
19–28 Ice cream, in cones or sundaes
29–38 Fried and sugared donuts
39–48 Shave ice; passion fruit, guava, or lychee flavor
49–58 Pineapple upside-down cake, with custard
59–68 Banana fritters, with cinnamon sugar and rum
69–78 Key lime pie
79–88 Guava roll
88–98 *Ensaimada*. Sweet bread coil in powdered sugar
99–00 Hummingbird cake

VARIANT: MOCK TURTLE FAMILIAR

Mock turtles consider themselves to be full of sorrow, but their misery loves nothing more than company. They will follow anyone who is willing to listen to their songs and stories without interrupting too often (although they enjoy deriding those that do). Cooks find mock turtles to be especially useful helpers due to their ability to charm shellfish, and set them to chopping onions where their sniffling verses are drowned out by the clang of pots and pans. A mock turtle serving as a familiar has the following trait.

Familiar. The mock turtle can serve another creature as a familiar, forming a telepathic bond with its willing master, provided that the master is proficient with cook's utensils. While the two are bonded, the master can sense what the mock turtle senses as long as they are within 1 mile of each other. If its master causes it physical harm, the mock turtle will end its service as a familiar, breaking the telepathic bond.

Woeful. The mock turtle is almost always crying, snuffling, and singing over its sorrows. It has disadvantage on Dexterity (Stealth) checks.

Actions

Lobster Quadrille. The mock turtle summons two lobsters (uses the statistics for a crab), each of which appears in an unoccupied space within 5 feet of it. The lobsters are friendly to the mock turtle, and take their turns immediately after it. As an action while a lobster is within 5 feet of it, the mock turtle can throw one or both lobsters up to 60 feet away and move up to its speed towards them. The mock turtle can summon no more than four lobsters per short rest.

Reeling and Wrigthing. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1d4 bludgeoning damage.



DESERT FOOD (SMALL PLATES)

d100 Serving

- 01 Milk mixed with **camel** blood
 - 02-10 3d4 dates and a handful of almonds
 - 11-20 Hummus served with olive oil and pine nuts
 - 21-30 1d6 quandong or dried peaches
 - 31-40 *Labneh*. Strained yoghurt, fresh or dried into balls
 - 41-50 Spit roast **lizard** skewer
 - 51-60 1d6 falafel balls
 - 61-70 *Baba ghanoush* served with 1d4 pita breads
 - 71-80 Cardamom-spiced black coffee, with dates
 - 81-90 2d6 pieces fried **scorpion**
 - 91-99 Soft white **goat's** cheese with olive oil and bread
- Meze platter of 3d6 dishes: dry sausage, spicy, fishy, and nutty dips, meats, eggplant and zucchini, thick yoghurts, bulgur wheat salad, etc.

DESERT FOOD (MAINS)

d100 Serving

- 01-05 Deep-fried **giant scorpion** claw with *tahini* or *toum*
 - 06-10 Spiced **camel** meat and rice
 - 11-15 Fava bean stew, served with olive oil and cumin
 - 16-20 *Tabbouleh*. Bulgur wheat salad with tomatoes, onion, parsley, and mint
 - 21-25 **Goat** tajine with okra
 - 26-30 Potato and calf brains *eggah*, served with lemon
 - 31-35 1d4 grilled **constrictor snakes** with breads
 - 36-40 Couscous with carrots and mutton or chicken
 - 41-48 Broad bean soup served with cumin or paprika and fresh bread
 - 49-56 Lentil and tomato soup, served with sticky sweet pretzel
 - 57-64 Leg of lamb in yoghurt over bread and rice
 - 65-72 Sweet potato and halloumi *schwarma*
 - 73-80 Spiced okra stew and yoghurt
 - 81-85 1d4 grilled **flying snakes** with breads
 - 86-90 Crown pilaf: sultanas and apricots in rice, cooked in flatbread "crown"
 - 91-94 Spiced **stirge** pie with saffron and scrambled eggs
 - 95-99 Spitroast **giant hyena** kebab
- 00 12d12 plates of **purple worm** kofta, served with rice, tomatoes, and chopped parsley. To share

DESERT FOOD (DESSERTS)

d100 Serving

- 01-10 Very sweet tea, steeped with spearmint
- 11-20 Curd cheese donuts or crepes
- 21-30 Rice pudding
- 31-40 Baked sweet potato
- 41-50 Watermelon and muskmelon slices
- 51-60 *Mesouf*. Sweetened couscous with dates, pistachios, hazelnuts, and milk or custard
- 61-70 Honey-soaked pretzel flower, deep-fried
- 71-80 *Gazelle's horns*. Sugared pastry crescent stuffed with almond paste, orange flower water, and cinnamon
- 81-90 Semolina cake topped with almonds and cream
- 91-00 *Lamia's Luxury*. Honey-soaked dough balls, fried and covered in bitter chocolate

FOREST FOOD (SMALL PLATES)

d100 Serving

- 01-05 1d6 handfuls of tree moss
- 06-10 1d8 fragrant strips of chewing bark
- 11-16 4d6 mixed nuts, plain
- 16-21 4d6 mixed nuts, salted
- 22-27 Roasted root vegetables
- 28-33 3d6 mixed berries
- 34-39 Berry tea
- 40-47 1d4 hunks of wood elvish bread and cheese
- 48-55 Toast and marmalade or jam
- 56-60 2d4 **frog's** legs
- 61-66 Fried and skewered **swarm of insects**
- 67-72 Fried **owl** egg on toasted muffin
- 73-78 Grilled fish wrapped in banana leaf
- 79-84 2d6 pieces **boar** jerky
- 85-89 Mushroom kebab
- 90-95 Well-buttered **boar** bacon butty
- 96-00 Shaved truffles over pork cutlets

FOREST FOOD (MAINS)

d100 Serving

- 01 Stone soup
- 02-05 Spitroast woodpigeon
- 06-09 Blackbird pie

d100 Serving

- 10-13 The "Fox & the Hound" spitroast
14-17 "Ape brains" served fresh
18-21 Vegetation medley from a **shambling mound**
22-25 Venison (**deer**) with root vegetables
26-29 Bangers and mash with onion gravy
30-33 Turnip and squash stew
34-37 Mushroom burger
38-41 Rabbit casserole with dumplings
42-45 Roast chicken dinner with full trimmings
46-49 Hunter's chicken
50-53 Game terrine (duck, sausage, rabbit, red wine)
54-57 Nut roast and full trimmings
58-61 Hogroast (**boar**) roll with apple sauce and onions
62-65 Wild onion and leek soup
66-69 Cream of mushroom soup with crusty sourdough
70-73 Butternut squash, rutabaga, and tomato tray bake
74-77 **Faerie dragon** broth in an oversized teacup
78-81 Lordly venison roast (**giant elk**) with wild garlic and mushrooms
82-85 Lordly hogroast (**giant boar**) with wild onion and apple chutneys
86-89 1d6 **giant frog's** legs served with slices of buttered baguette
90-93 Baked salmon and vegetables
94-97 Roasted pheasant with embedded truffles
98 Duck and orange sauce with water greens
99 An... unusual hogroast (**wereboar**). Surely, it's fine.
00 Ribeye steak with shaved **unicorn** horn

FOREST FOOD (DESSERTS)

d100 Serving

- 01-07 1d4 baked apples
08-14 1d8 figs
15-21 Fruit pie or crumble (apple, cherry, rhubarb, blackberry, raspberry etc) with cream or custard
22-28 Fruit salad
29-35 1d6 hunks of honeycomb
36-42 1d4 prickly pears
43-48 1d6 red berry tartlets
49-54 Cheese and crackers
55-60 Pumpkin pie
61-66 1d4 smores
67-72 Banana bread
73-78 Jam sponge or jam roly-poly and custard
79-84 1d12 **pixie**-dusted fairy cakes

d100 Serving

- 85-90 "Owlbear" claw
91-93 Fruits from an **awakened tree** or **treant**
94-96 3d10 grapes of the **satyr**
97-00 2d6 candied chestnuts



GRASSLANDS FOOD (SMALL PLATES)

d100 Serving

- 01-13 2d8 fried grubs
14-28 *Vitumbua*. Deep-fried rice flour doughballs, dusted with icing sugar or cinnamon. Optionally served with fruit-flavoured dips.
29-43 *Mshikaki*. Skewered pieces of marinated **goat** meat slow cooked over hot open coals.
44-60 1d4 grilled corn cobs
61-75 2d6 roasted yam slices
76-90 *Ugali*. Cornmeal paste boiled into a doughy, porridge-like dish. Served alongside mains such as curries or stews for scooping sauces.
91-00 *Yamarita*. **Axebeak** egg-coated yam

GRASSLANDS FOOD (MAINS)

d100 Serving

- 01-04 *River Surprise*. Freshly caught and seared **crocodile** steaks
05-08 Pepperberry and potato soup
09-12 "*Swift*" *nyama choma*. "Burned meat". Smoky mustang or zebra (**riding horse**) meat, slow-grilled over hotcoals
13-16 **Cockatrice** au vin. Thighs and breast braised with red wine, bacon lardons, and mushrooms.
17-20 Slow roast **giant centipede** with tangy kutjera
21-24 *Makai paka*. Corn cobs in spiced coconut milk curry. Served with rice
25-28 **Chimera** (goat cuts) curry. Simmered in tomato-based sauce. Served with rice.
29-32 Claw and head of **ankheg**, buried in yam porridge and vegetables
33-36 "*Springing*" *nyama choma*. "Burned meat". Smoky antelope(**deer**) meat, slow-grilled over hot coals
37-40 *Chipsi mayai*. Crispy fried potatoes mixed with **axebeak** eggs and cooked into an omelette. Optional peppers and onions. Served with spicy kachumbari. Eat with a toothpick.
41-44 "*Homegrown*" *nyama choma*. "Burned meat". Smoky **goat** meat, slow-grilled over hot coals
45-48 1d4 kangaroo saddles in quandong chilli glaze

d100 Serving

- "*Titanic*" *nyama choma*. "Burned meat".
49–53 Smoky **anklosaurus** or **triceratops** meat, slow-grilled over hot coals
- Ndizi na nyama*. Plantain and **goat** meat, stewed in curry powder, cayenne pepper, tomatoes, onions, tomato paste and coconut milk.
- 54–59 60–65 Baked yam and cheese with assorted meat or veg
- 66–70 Kangaroo or warthog (**boar**) meat braised and served with wilted warrigal greens



d100 Serving

- 71–74 **Blood hawk** pie with mushrooms and bacon
- 75–78 Grilled burger in bun with pineapple, beetroot, bacon, and egg. Served with thick-cut fries.
- 79–82 Pounded yam with tomato soup
- 83–86 *Nasty River Surprise*. Freshly caught and seared **giant crocodile** steaks
- 87–90 Ghee-fried dough wrap filled with meat, onions, peppers, raw egg, mayonnaise, and cheese.
- 91–94 Spicy stew of **rhinoceros** meat. Horn to taste.
- "*Usurper's*" *nyama choma*. "Burned meat".
- 95–98 Smoky **tyrannosaurus rex** meat, slow-grilled over hot coals
- 99–00 *Jollof rice*. Chicken, peppers, tomato, onion, spices, cooked in one pot.

GRASSLANDS FOOD (DESSERTS)

d100 Serving

- 01–07 Handful of cashews and walnuts
- 08–16 Baked bananas served with butter, brown sugar, and lemon
- 17–25 Sliced mango topped with crunchy cinnamon cashews
- 26–34 1d4 slices of *damper* bread spread with honey
- 35–43 Thin pancakes with honey, cinnamon, and sugar, served with tea or coffee
- 44–52 Deep-fried pineapple ring donuts
- 53–61 Ghee-fried dough wrap, golden crisp, filled with chocolate, bananas, peanut butter or mangoes.
- 62–70 Macadamia nut cookies
- 71–79 Quandong and plum jam served with cheeses
- 80–88 *Vitumbua*. Deep-fried rice flour doughballs, dusted with icing sugar or cinnamon. Optionally served with fruit-flavoured dips.
- 89–00 Papaya, guava, and apricot nectar pie

HILL FOOD (SMALL PLATES)

d100 Serving

- 01–05 2d6 beetroot slices
- 06–11 1d4 bread rolls spread with butter
- 12–16 2d10 carrot and cucumber sticks
- 17–22 Cheesy leeks
- 23–27 Hard-boiled **hippogriff** egg, balled in a meat wrap coated in breadcrumbs
- 28–34 2d8 breadsticks and garlic dip
- 35–40 Ground beef or lamb and potato pasty

d100 Serving

41–45 Vegetable and potato pasty

Antipasti. Choose 2d6 servings from the following: anchovies, artichoke hearts, cheeses, cured meats, mushrooms, olives, peperoncini, pickled meats, and vegetables in oil or vinegar.

52–57 Potato salad with spring onions

58–63 1d4 white sausages served with sweet mustard, a hard pretzel and wheat beer

64–69 3d4 small rounds of garlic bread

70–74 A bread roll, cold **elk** sausage, and cup of wine

75–79 Lamb or mutton pâté served on fresh bread

80–84 *Kotopita.* Creamy, phyllo pastry chicken pie with mushroom, bell peppers, carrot, and white wine

85–89 Blended cheese ends sauce, with crackers or veg

90–94 1d4 croissants, filled savory or sweet

95–99 *Pichanga.* A mess of avocados, cheese, pickles, olives, tomatoes, and diced ham or salami

00 1d10 *gosky patties;* prepared with currants, sugar, peas, roast chestnuts, candle, and turnips, and correctly visited over some days

HILL FOOD (MAINS)

d100 Serving

01 *Amblongus pie,* served in the traditional manner

02–04 Bowl of perpetual stew: bread, water, ale guaranteed; hare, hen, **boar**, or cabbage possible

05–07 Savory suet pudding with beef, ale and parsnips

08–10 Baked beans on buttered toast

11–13 Oxtail soup and croutons

14–16 Tomato and olive fusilli pasta

17–19 *Hot pot.* Scraggs of mutton and onion topped with sliced potatoes and cooked on low heat

20–22 Shepherd's pie served with carrots and peas

23–25 **Giant toad** in the hole with greens and gravy

26–28 Haggis with swede and potatoes

29–31 *Grave of Small Birds.* Chicken thighs boiled in red wine and water with ginger and cooked bacon

32–34 Beef lasagne and rocket salad

35–37 Lentil spaghetti bolognese

38–40 **Boar** bratwurst in bun with mustard and onions

41–43 Salmon en croute, with new potatoes, sautéed leeks, and broccoli

44–46 Beef wellington with carrot puree and asparagus

47–49 Club sandwich with turkey, bacon, lettuce, tomatoes, and mayonnaise. Mustard optional

50–52 Buttered and boiled **bulette** with root vegetables

53–55 Oven-cooked asparagus salad with croutons

56–58 Beef, cheese, sour cream and spinach tacos

d100 Serving

59–61 **Wyvern** bourguignon with mashed cauliflower

Fry-up: smoked **boar** back bacon and sausages, 62–64 black pudding, mushrooms, tomatoes, hash browns, and fried bread, served with baked beans

65–67 Pepperoni pizza, olives and bay leaves optional

68–70 Four cheeses pizza. Drizzled with olive oil

71–73 Curried **boar** bratwurst served with fries

74–76 *Bridge-top hot pot.* **Troll** cuts and onion topped with sliced potatoes and kept simmering

77–79 Avocado, tomato, spinach and pea linguini with lemon and garlic dressing

80–82 Leg of beef and orzo casserole

83–85 *Ratatouille.* Sliced zucchini, eggplant, onion, tomato, pepper and garlic stew

86–88 1d6 *enchiladas.* Corn tortilla rolls covered in tomato sauce: filled with beans and veg or meat

89–91 Onion soup served in a bread bowl, with beer

92–94 Split pea soup with sour cream and soda bread

95–97 *Chorrillana.* Potato fries covered with fried egg (several chicken, or 1 **hippogriff** or **roc**), strips of beef and caramelized onions. To share.

98–00 *Fillet mignon* and creamy potato gratin or blue cheese salad

HILL FOOD (DESSERTS)

d100 Serving

01–02 Candied horseradish

03–07 1d10 **galeb duhr** rock cakes

08–13 Cheese board, crackers and grapes. Selection of 1d8 cheeses

14–19 Carrot cake

20–25 1d4 buttered orange peel or currant teacakes. Served with choice of coffee or tea

26–31 1d6 rock cakes

32–37 1d6 eckles cakes

38–43 2d10 strawberries poured over with cream

44–49 Bread and butter pudding, optional raspberry jam and custard or cream

50–55 Sticky toffee pudding. Optional custard or cream

56–61 Steamed sponge pudding with raspberry jam

62–70 *Gelato.* Choose from pistachio, stracciatella, panna cotta, hazelnut, coffee, or lemon

71–75 1d12 profiteroles

76–80 *Turrón.* Nougat block with toasted almonds

81–85 *Tiramisu.* Coffee-soaked cake layers and cream

86–90 Stack of 1d8 pancakes with maple syrup

91–95 Crème caramel

96–00 Chocolate "mole hill" pudding



MOUNTAIN FOOD (SMALL PLATES)

d100 Serving

- 01–05 1d8 exploding cucumbers, served fresh
 06–13 3d4 sliced radishes in vinegar
 14–21 6d6 salted edamame pods
 22–29 *Sansai tempura.* Bitter mountain plants boiled and battered to serve as side. Very bitter alone
 30–37 1d6 spring rolls
 38–45 1d6 momo or gyoza with garlic or spicy dips
 46–53 Small bowl of miso soup
 54–61 Pot of cheese fondue with firm bread to share
 62–69 Maize polenta served with slices of cheese
 70–77 *Kiritanpoi.* Roasted skewers of rolled rice paste
 78–85 *Käferschnitte.* Melted cheese, ham, and bread soaked in alcohol, with gherkin on the side and fried egg on top.
 86–93 *Sel Roti.* Ring of deep-fried rice flour dough. Served solo, with vegetables, or yoghurt-dipped.
 94–00 *Chawanmushi.* Mitsuba herb, dried shiitake mushrooms, gingko nuts, lily root, kamaboko, and chicken in a ceramic dish with a light dashi soup, mixed with egg and steamed.

MOUNTAIN FOOD (MAINS)

d100 Serving

- 01–04 **Basilisk** broth with noodles. Eaten blindfolded
 05–08 Mountain **goat** curry, with rice or bread
 09–12 Braised beef tongue
 13–16 *Mountaineer's Lunch.* Pork, potatoes, and onions sprinkled with caraway seeds and paprika. Optional fried egg on top. Good use of leftovers.
 17–20 *Why-Oh-Why Stir Fry.* **Wyvern** meat with slopeside onions, noodles, and peas. Eat in a pinch.
 21–24 Bamboo shoots with rice
 25–28 *Rösti.* Coarsely grated potatoes fried into a hash. Served with optional green onions.
 29–32 *Yakisoba.* Fried wheat noodles with salty sauce and medley of vegetables
 33–36 *Epic Onsen Tamago.* **Roc** egg slow-cooked in hot spring water to impart unique local flavor. Can be pickled or seasoned in local spices. To share
 37–40 Pan-fried mountain rainbow trout. Served with hazelnuts and haricots verts, or simply with rosemary and olive oil.
 41–44 Sesame and garlic crispy tofu stir fry

d100 Serving

- 45–48 *Kinoko Nabe.* Medley of mountain mushrooms in a dashi-based soup pot with meat and vegetables
 49–52 Chestnuts with rice, seasoed with salt and black sesame seeds
 53–56 Pasta bake with *crozets*, bacon, and cheese
 57–60 *Raclette.* Cheese, air-dried meat, pickled onions, gherkins and potatoes. Cheese is warmed on a grill, then served with the other ingredients
 61–64 *Gorkhali lamb.* Slow cooked lamb chops sealed with a chilli mixture, in a curry with chunky potatoes and roughly chopped onions. Served with rice or unleavened bread.
 65–68 Vegetable *pulao.* Fried rice with vegetables lightly seasoned with turmeric and cumin. Optional yoghurt or papadams on side.
 69–72 Pork chops with with creamy potato gratin
 73–76 **Young red dragon** tongue. To share.
 77–80 Thick, creamy miso soup with pork, vegetables, and udon noodles
 81–84 *Griffon's Gain.* Soft-boiled **peryton** egg served in a pot of highly vinegary water, with small pick to open. Served with chicken, yak, or pork.
 85–88 Tall potato cake with prunes and raisins covered in bacon. Dried apples and nutmeg optional.
 89–92 *Thukpa.* Hot and spicy noodle soup with yak meat and/or vegetables
 93–96 *Dal Bhat.* Unleavened bread alongside lentils, surrounded by 2d4 variations of the following: chutney, curried dishes, fish, meat, pickles, or yoghurt.
 97–00 *Kumandra Soup.* Spicy broth with shrimp paste, lemongrass, bamboo shoots, chilli flakes, and palm sugar

MOUNTAIN FOOD (DESSERTS)

d100 Serving

- 01–10 1d12 **earth elemental** rock cakes or air **elemental** madeleines
 11–20 1d4 peaches
 21–30 2d6 churros with chocolate dip
 31–40 Maple syrup over waffles or pancakes. Bacon optional.
 41–50 1d4 red bean *mochi* dumplings
 51–60 1d4 blueberry tarts with thick cream filling
 61–70 *Engadiner Nüsstorte.* Shortcrust pastry filled with chopped walnuts, honey, and cream.
 71–80 Slice of brioche with colored pralines and sugar
 81–90 *Etharall Nockerl.* A trio of light dumplings with rising peaks, topped with icing sugar.
 91–00 Chocolate "**roc's nest**". Huge shredded wheat or barley cake coated in cooled chocolate. To share



SWAMP FOOD (SMALL PLATES)

d100 Serving

- 01-10 1d12 wriggling grubs
- 11-20 Bag o' 3d12 crispy-fried insects
- 21-30 *Boudin.* Seasoned pork, rice, onions, and peppers in a sausage casing
- 31-40 1d8 **frog's** legs, fried in batter and served with fiery hot dip
- 41-50 A bowl of grits with sweet or savory sides
- 51-60 1d4 buns of mozzarella cheese bread
- 61-70 1d6 loaded potato skins
- 71-80 1d6 hushpuppies
- 81-90 1d6 **giant toaded** potato skins
- 91-00 1d4 biscuits with gravy

SWAMP FOOD (MAINS)

d100 Serving

- 01-03 Frog egg soup with onion, bell pepper, garlic, and bay leaves
- 04-08 Spicy **quipper** soup with cornbread
- 09-013 Crawfish boil
- 14-18 **Alligator** pie and mustard greens
- 19-20 Crispy-fried **giant spider** legs with dipping sauce
- 21-24 Mirliton stew with sea scallops
- 25-29 Barbecue sirloin infused with rock salt and fat
- 30-34 Shrimp gumbo with green peppers and rice

d100 Serving

- 35-39 Painted catfish on a bed of tomatoes, onions, capsicums, and coriander in coconut cream
- 40-44 *Po'boy's po'boy.* Roast **giant lizard** or **poisonous snake** meat in fluffy bread with mustard
- 45-49 Black bean stew with pork or beef, served with rice and *farofa*
- 50-54 Deep-fried catfish fillets with fries and coleslaw
- 55-59 Smoked barbecue chicken with white barbecue sauce, greens, and corn
- 60-64 *Succotash.* Sweetcorn and lima beans with okra, turnip, and tomatoes
- 65-69 Barbecue-sauce slathered pork ribs with rice
- 70-74 Fried chicken with side of fries, beans, and mayo
- 75-79 *Critters' Regret.* Potato or sweet potato hash peppered with a crispy **swarm of insects**
- 80-84 Spiced **giant alligator** ribs with coleslaw
- 85-87 *Dragon Gumbo.* **Black dragon wyrmling** meat simmered with kale, nutmeg, dried apricots, and cinnamon. Served with crispy chicharrones.
- 88-91 *Coxinhas de Galinha.* Deep-fried, breaded mash potato dough with a chicken filling
- 92-95 Beans and greens with a handful of stewed bacon
- 96-00 Seafood jambalaya

SWAMP FOOD (DESSERTS)

d100 Serving

- 01-09 Pecan pie
- 10-15 Gingerbread
- 16-24 *Beignets.* Deep-fried choux pastry with powdered sugar on top. Eat hot and fresh



d100 Serving

- 25-33 Peanut brittle
- 34-42 Sweet potato pie
- 43-49 1d4 local fruit fritters
- 50-55 *Black Dragon Pie.* Layered chocolate pudding and whipped cream with baked top crust
- 56-64 "Yuan-ti Mud Pie" with ice cream
- 65-73 Peach cake
- 74-82 Dewberry cobbler
- 83-91 1d4 sweet tea cakes with butter or cream
 - Bananas Tenser.* Bananas and vanilla ice cream
- 92-00 in a butter, brown sugar, cinnamon, dark rum, and banana liqueur sauce. Ignite before eating



UNDERDARK FOOD (SMALL PLATES)

d100 Serving

- 01-11 1d4 spent waterorbs
- 12-24 Moldy sourdough. Full of... um, flavor
- 25-37 Handful of 1d10 faintly glowing grubs
- 38-50 Hunk of sporebread (made from bluecap spore flour) with a cup of water
- 51-63 Trillimac 'baguette'. Fire lichen spread optional
- 64-76 1d4 pygmyworts. Not especially filling
- 77-89 1d4 very fresh bigwigs. Avoid eating in tight tunnels
- 90-00 1d4 crescents of roasted ripplebark

UNDERDARK FOOD (MAINS)

d100 Serving

- 01-10 **Drow** mushroom steaks served with tubers
 - Deadened Tongue's Delight.* Dark stew filled with unidentifiable bits and pieces. Was that a clump of **quaggoth** fur, or was it **chuul**?
- 21-30 Barrelstalk fungus stewed in its own water
- 31-40 Fire lichen spiced soup served with sporebread
- 41-50 Spread of grilled zurkhwood, presented on a platter of polished... zurkhwood
- 51-60 Fresh bigwig & pygmywort medley with bluecap flour noodles. Very well balanced
- 61-70 *Deep Gnosh Roast.* **Giant badger** served with roasted root vegetables and fried mushrooms
- 71-80 Meat medley soup served in sporebread bowl, alongside a tankard of dark **duergar** stout
- 81-90 **Grick** wormling stuffed with rice pilaf and celery
- 91-00 Scavenged surface rations. Thank the sun



UNDERDARK FOOD (DESSERTS)

d100 Serving

- 01-02 **Black pudding.** Perhaps best not.
- 02-05 **Ochre jelly** & ice cream. Well...
- 06-25 Candied eye of newt.
- 26-45 1d6 **grick** egg tarts
- 61-65 Candied eye of **umber hulk.** Tantalizing
- 66-85 Cold caverns snow cone
- 86-95 Sporebread sweetened with gloom honey
- 96-00 "**Flumph**" flan



UNDERWATER FOOD (SMALL PLATES)

d100 Serving

- 01-05 *Uni.* Raw sea urchin gonads
- 06-10 1d6 vent-steamed shrimp
- 11-15 Deep-fried "**medusa**" anemone
- 16-20 Strained and salted seaweed
- 21-25 1d4 poached dogfish eggs
- 26-30 Red algae, water lettuce, and sea cucumber salad

d100 Serving

31-35	1d8 sea snails
36-40	1d8 here snails
41-45	1d8 speek snails
46-50	1d6 filler fish
51-55	Fresh octopus
56-60	1d10 crab sticks
61-65	Seaweed shrimp or fish wrap
66-70	Salted strip of constrictor snake
71-75	2d6 pieces deep-fried calamari
76-80	Vent-blasted quipper bites
81-85	Fresh kelp greens
86-90	Black caviar
91-95	Red caviar
96-00	1d4 fresh oysters

UNDERWATER FOOD (MAINS)

d100 Serving

01-02	Raw fish heads and tails
03-07	Raw fish fillets, garnished with sargassum
08-12	Skewered swarm of quippers and sea prunes
13-17	Tridentroasted gannet or gull
18-22	Sunken ship supplies. Meats, grains, and wines in various states of spoil
23-27	Hunter shark or reef shark fin soup
28-32	<i>Abalone à la Triton.</i> Large sea snail dish eaten from the shell with garlic or creamy oil-based sauces made from traded ingredients
33-37	Vent-steamed crab on a bed of fresh seagrass
38-42	Rainbow algae salad sprinkled with assorted driftseeds for added crunch
43-47	<i>Steam Mephit Boil.</i> Shellfish and whitefish with a medley of underwater flora, pressure-boiled in the containment orb of a minor elemental
48-52	Fresh killer whale meat with blubber
53-57	1d4 giant octopus tentacle rings
58-62	Enormous clam cooked in its own shell
63-67	Net of 1d12 roasted sea pineapples
68-72	Vent-steamed giant crab in a kelp tangle
73-77	Twice-cooked sea beans and seaweed wraps
78-82	Sea turtle soup
83-87	6d4 oz. plesiosaurus steaks, salted and garnished with seared sea hearts
88-92	<i>Keelscape Cook-Off.</i> 4d12 barnacles, limpets, or mussels steamed from a ship's hull by the breath weapon of a dragon turtle
93-97	<i>Sea Defender's Supper.</i> Kraken meat, cooked over an underwater volcano, with choice of sides

d100 Serving

98-00	<i>Unnerving Aboleth Platter.</i> Fried calamari-style appendages, seasoned flank steaks, and kidney pudding. A tangy texture with an aftertaste that leaves lingering imagery of stars and moons
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UNDERWATER FOOD (DESSERTS)

d100 Serving

01-14	Sponge cake
15-16	Sea hag's curiously candied temptations
17-30	Assiette of jellies: box, man o'war, and moon
31-44	1d6 seaweed shortbreads
45-58	Sea pineapple upside-down cake with sunken rum and caramel sauce
59-72	<i>Scurvy's Bane.</i> Lemons & limes from sunken sailing supplies
73-86	Driffruit platter. 2d4 fruits from the following list: box fruit, coconut, mary's bean, nickernut, sea hearts, and tamanu
87-00	Carrageen moss pudding. Soft white pudding topped with fruity coulis. Substitute manatee or whale milk if surface trade is poor.



URBAN FOOD (SMALL PLATES)

d100 Serving

01	Garbage pickings
02-03	Roasted rat on a stick
04-05	Stale half-loaf of bread
06-07	1d4 discarded pork or cheese rinds
08-09	Roasted raven or pigeon, mostly plucked
10-11	Reheated beans
12-13	1d4 pickles
14-15	Barrel-crisped giant centipede skewer
16-17	Corndog
18-19	Portion of 4d6 fries with curry sauce
20-21	Portion of 4d6 vegetable fries
22-23	Bag of 5d4 caramelized peanuts & almonds
24-25	Wedge of local extra mature hard cheese
26-27	1d4 papadams and chutney or yoghurt dips
28-29	3d8 nuggets of deep-fried chicken in batter
30-31	Serving of mushroom rice
32-33	Tortilla wrap with ground lamb, <i>labneh</i> , fresh mint, cucumber, and tomatoes
34-35	1d4 hard-boiled eggs. May be scotched
36-37	Bag of fried crisps. Various seasoned flavorings

d100 Serving

- 38–39 Savory pretzel
- 40–41 1d4 laborer's breakfast flapjacks
- 42–43 Bagel with salt beef and mustard
- 44–45 Pulled pork ban mao
- 46–47 Ham and cheese croissant
- Hot dog with condiments and caramelized onions. Pork? Yeah. **Blink dog?** Yep. **Mastiff?** Sure. **Death dog?** Uh-huh. **Stiges?** Oh, yeah...
- 50–51 Breakfast muffin
- 52–53 Bag of salted popcorn
- 54–55 Meatball sub sandwich
- 56–57 Single slice of four cheese pizza
- 58–59 Seasonal salad. Protein optional
- 60–61 Open-face club sandwich with mayonnaise
- 62–63 1d4 small tacos: fish, meat, or vegetarian
- 64–65 1d4 crescents of roasted ripplebark
- 66–67 1d6 loaded potato skins
- 68–69 1d6 spring rolls
- 70–71 Vegetable and potato pasty
- 72–73 1d6 pieces **boar** jerky
- 74–75 1d6 falafel balls
- 76–77 1d8 pieces hosomaki rolls, with tuna or vegetables
- 78–79 Dried seaweed
- 80–81 Skewer of satay chicken
- 82–83 1d4 **smoke mephit**-smoked salmon ribbons on scrambled eggs and toast
- 84–85 *Patatas bravas.* Fried potato cubes in rich tomato sauce
- 86–87 1d8 pieces prawn toast
- 88–89 Micro-carrots and greens served on a pillow of aromatic air
- 90–91 1d8 duck pancakes with hoisin sauce. Thin-cut cucumber and spring onion on the side
- 92–93 Bread with balsamic vinegar and oil, with olives and sun-dried tomatoes
- Eggs or vegetables curried in essence of elemental. Roll 1d4 to determine origin from: **air elemental**, **earth elemental**, **fire elemental**, or **water elemental**
- 96 Everything bagel. *Everything*
- 97 **Ancient silver dragon's** preferred pâté
- 98 *Sanguine Aperitif.* Served in a tall drinking goblet
- 99 Trio of emotion-arousing foams: pink rose for passion, green mint for serenity, and purple violet flavor for solemnity. Nostalgia to taste
- 00 Braised devil's tongue with basil pesto

URBAN FOOD (MAINS)

d100 Serving

- 01 **Cat** burger. It is what it is
- 02 Bowl of gruel
- 03 River fish gumbo
- 04–05 Minced **mule** meat chilli con carne with rice
- 06–07 *Pazza.* Calzone stuffed with pasta shells and various sauces.
- Jacket potato with optional fillings. Choose 1d4 from the following: beans, cheese, corned beef, sour cream, spring onions, sweetcorn, tuna
- 10–11 Quarter pounder grilled beef, chicken, or **draft horse** burger with side of sweet potato fries
- 12–13 Bean burger with side of guacamole & chips or sweet potato fries
- Pizza. Choose 1d4 toppings from the following: anchovies, bell peppers, chicken, chorizo, garlic spread, ground beef, ham, meatballs, mushroom, pepperoni, pineapple, onion, sweetcorn
- 16–17 Spaghetti carbonara. Optional garlic bread side
- 18–19 Meatloaf, potatoes, and greens
- 20–21 Vegetarian enchiladas with side of guacamole
- 22–23 Steak & kidney pie with mash and peas
- 24–25 *Mimixed grill.* Imitation sausage, bacon, and burger made from battery-farmed **mimics**
- 26–27 All-day fried breakfast
- 28–29 *Bats in the Belfry Pie.* Shortcrust pastry around a **swarm of bats** or **swarm of ravens** in white sauce
- 01–31 *Okonomiyaki.* Street omelette. Selection of local ingredients and an egg mixed on a hot plate.
- 01–33 Pulled pork bun with salad or fries side
- 28–35 *Abalone à la Triton.* Large sea snail dish eaten from the shell with garlic or creamy oil-based sauces made from traded ingredients
- 81–37 **Grick** wormling stuffed with rice pilaf and celery
- 70–39 Fried chicken with side of fries, beans, and mayo
- 29–41 *Yakisoba.* Fried wheat noodles with salty sauce and medley of vegetables
- 83–43 *Ratatouille.* Sliced zucchini, eggplant, onion, tomato, pepper and garlic stew
- 75–45 Ghee-fried dough wrap filled with meat, onions, peppers, raw egg, mayonnaise, and cheese.
- 01–47 Bangers and mash with onions and gravy
- 01–49 Sweet potato and halloumi *schwarma*
- 01–51 Seaweed noodles in spicy broth
- 01–53 *Stroganina.* ribbons of frozen whitefish, served seasoned on ice-cold bowls
- 01–55 *Poutine.* Fries with cheese curds, topped with brown gravy. Other toppings optional
- 56–57 Tavern carvery lunch with all the trimmings

d100 Serving

- 58–59 Beef ramen
01–61 Shrimp burrito with rice and pinto beans
01–63 *Tartiflette to go.* Cheesy potato bake with charcuterie ham and mini gherkins on top

Doner Kebab. Ribbons of rotisserie lamb, chicken, or "other" meat wrapped in a flatbread, with lettuce, cucumber and tomato salad and chilli sauce. Optional side of fries
01–67 Baked fish with lemon and dill, served with rice
01–69 Zucchini pasta with avocado and sweetcorn
01–71 Ham or pepper and spring onion omelette
01–73 Crunchy vegetable and **swarm of insects** medley
01–75 Apple chicken with mashed potatoes and green beans
01–77 Jerk chicken, **boar**, or **goat** with rice and peas
01–79 Creamy **giant fire beetle** based curry. Potato, egg or choice of meats within
01–81 1d4 stuffed cheesy bell peppers
01–83 Risotto lobster with parmesan egg pancake, dressed with tomato and coral tuille
01–85 **Boar** head and roast swan, served with *chawdrone* (swan gullet sauce). A **mage** college standby

Gourmet Burger. Lavish burger in a brioche bun.
01–87 Each culinary specialty creates its own variation using ingredients from different creature types
01–89 *Griffengriff.* Chicken roasted inside **hippogriff** inside **griffin** Served with rich gravy
01–91 1d4 forbidden **couatl** cutlets drizzled with dawnberry jus

01–93 Quail or duck with mulberry and mustard-oil glaze, served with the bird's eggs on the side
01–95 Filet mignon with sauté potatoes and grilled asparagus
96–97 River halibut wrapped in phyllo pastry with lemon scallion sauce
98–99 Selection of high-end sushi *sashimi* and *nagiri*, eaten off the bodies of summoned **succubi** & **incubi**. Typical of wealthy business dinners

00 *Tarrasque* belly with crisp crackling, cooked in 1d4 breweries' cider, with side of sweet & sour cabbage and creamy mustard mash

URBAN FOOD (DESSERTS)

d100 Serving

- 01–02 Overripe fruit from the back of the wagon
03–04 1d8 melon balls and 1d8 lychees
05–08 New Town cheesecake
09–12 Citrus tart
13–16 1d6 sugared or iced donuts. Often comes with free coffee

d100 Serving

- 17–20 Ice cream cake in the shape of an **owlbear** face
21–24 2d6 Thieves' Candies
25–28 Raspberry trifle
29–32 Waffles and ice cream
33–36 Sweet cinnamon pretzel
37–40 3d8 boiled sweets from the shoppe
41–44 Deep Dark Forest Gateau
45–48 Orange & polenta cake
49–52 Assiette of jellies: box, man o'war, and moon
53–56 Sporebread sweetened with gloom honey
57–60 Pecan pie
61–64 2d6 churros with chocolate dip
65–68 *Gelato.* Choose from pistachio, stracciatella, panna cotta, hazelnut, coffee, or lemon
69–72 Macadamia nut cookies
73–76 Banana bread
77–80 Rice pudding
81–84 Key lime pie
85–88 Flavored **ice mephit** shavings sorbet
89–92 1d4 crêpes suzette
93–96 Vegan mud pie made with avocados
97–98 **Archmage's** donut tower, scaffolded in spun sugar
99–00 *Vermillion Monastery Cake.* With slopeside poppy seed topping

Horse's Four Courses

A selection of Hippocamer's favorites from around the planes:

- Feywild rocket salad to start.
- Sweet chilli and lime cannon shrimp skewers to follow, sourced from the Plane of Water.
- A royal **efreeti** pilaf from the City of Brass.
- Finished with a humble apple and blackberry crumble with custard from halfling country. It doesn't seem to matter which one.

APPENDIX A. THE ART OF COOKING

A massive amount of artistic talent appears in this book. Featured artists are arranged below in order of appearance, along with links to more of their work where available.

- p.1..... HòTiễn Quang
Fruit
<https://www.instagram.com/htquang.36>
- p.3..... Farida Sunny
Enameled Blue Jug
https://www.shutterstock.com/g/Farida_Sunny
- p.4+..... DeeSigns
hanging rosemary herbs wall stencil
<https://www.designerstencils.com/hanging-rosemary-herbs-wall-stencil-by-deesigns>
- p.4+..... KsanaSK
hanging herbs in vases
<https://www.istockphoto.com/portfolio/KsanaSK>
- p.4+..... Sonulkaster
Smoke Clouds abstracted
https://www.dreamstime.com/sonulkaster_info
- p.4+..... Ohn Mar Win
Vintage Utensils
<https://ohnmarwin.com>
- p.5..... Vinny Bortoletto
The Tavern
<https://www.deviantart.com/vinnybortoletto>
- p.6..... Luis Felipe Peredo Noguez
Concept Art
<https://www.guru.com/freelancers/luis-felipe-peredo-noguez>
- p.6..... Kate Tugwell
Miniature watercolour horse's head
<https://www.katesartclasses.com>
- p.7..... Grzegorz Wlazło
Dwarf Cook
<https://grzegorzwlazlo.artstation.com>
- p.10..... Vasilyeva Larisa
Salt Cellar
<https://pixabay.com/users/gdj-1086657>
- p.11..... GDJ
Vintage Cutlery
<https://www.artstation.com/forrestimel>
- p.12..... Forrest Imel
Human Swashbuckler
https://www.artstation.com/bastien_aufrere
- p.13..... Bastien Aufrère
Dragon Cook
<https://www.artstation.com/konstantin-vavilov>
- p.14..... Konstantin Vavilo
Innocuous Servant
<https://www.deviantart.com/nightblue-art>
- p.16..... Nightblue-art
Bor Breakfast
<https://www.deviantart.com/mattiasfahlberg>
- p.18..... Mattias Fahlberg
Boilborn
<https://www.deviantart.com/ann-jean>
- p.21..... Ann-Jean
Hell Cook
<https://www.deviantart.com/ann-jean>

- p.22..... Inka Schultz
Dudda the Bread Golem
<https://www.artstation.com/inkasprout>
- p.23..... Rustan Curman
"Omi", from Omi & Boris the Barkeeper
<https://www.artstation.com/stringmaker>
- p.24..... Milivoj Ćeran
Loki & Logi
<https://mceran-art.com or https://norse-myth.com>
- p.26..... Michael Fitzhywel
Equipment Cards: More Camping and Tools
<https://www.artstation.com/pantomonger>
- p.26..... 10ngtime
Coffee beans and Zongzi
<https://www.shutterstock.com/g/10ngtime/sets/1812118>
- p.27..... Evelyn
Chinese Dragon Coin
<https://www.cleanpng.com/users/@eveynl.html>
- p.27..... Ekaterina Burtseva
Calligraphic Design Elements
<https://www.dreamstime.com>
- p.27..... Izzy Medrano
"Greed", for MtG (2013)
<https://www.artstation.com/izzymedrano>
- p.28..... Gawain
Halfling Friedin Gai-feet
<https://www.artstation.com/dclart>
- p.28..... Anna Maria Hussey
"Boletus luridus", Illustrations of British Mycology
<https://www.saatchiart.com/winniedavies>
- p.29..... Douglas Schneider
Garlic, Three Cloves
<https://douglasschneider.com>
- p.30..... Angelicia Donarini
The Ravens' Dinner
<https://www.artstation.com/angelicadonorini>
- p.32..... David Cellabos
Red Jewel
<https://www.artstation.com/dclart>
- p.32..... Winnie Davies
Sumo Sculpture
<https://www.behance.net/Ljubica>
- p.32..... Ljubica Rancic
Blue Gem
<https://www.behance.net/Ljubica>
- p.32..... vennom07
Mystic Cave
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- p.34..... Gary Dupuis
Elven Blacksmith
<http://gdupuis.com/index.html>
- p.34..... Hannah Kennedy
The Tailor
<https://www.artstation.com/hannahkennedy>
- p.35..... Konsta
Fairy Barbarian
<https://www.artstation.com/killallskellys>
- p.36..... Paul Bonner
Untitled
<https://www.theartofpaulbonner.com>

- p.36**..... Donghee Han
Harbor
<https://www.artstation.com/dhhan>
- p.38**..... Conor Burke
Wasp Paper Golem
<https://www.deviantart.com/conorburkeart>
- p.41**..... Jan Ditlev
Untitled
<https://www.janditlev.com/albums/41938>
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Kombo Elfeye
<https://www.instagram.com/mitrelef>
- p.42**..... Eric Belisle
Untitled
<http://ericbelisle.com/weblogs>
- p.42**..... Looceyloo
Female Dwarf Swashbuckler
<https://www.reddit.com/user/looceyloo/>
- p.42**..... Wizards of the Coast LLC
Stonefire Rager
Dungeons & Dragons 4th Ed. "Primal Power"
- p.43**..... Taran Fiddler
Pangolin
<https://twitter.com/TFiddlerArt>
- p.45**..... Astra Crompton
Flame Sprite
<https://www.deviantart.com/tarorae>
- p.45**..... Jason A. Engle
"Eerie Ultimatum", for MtG: Ikoria
<http://www.artofmtg.com/art/eerie-ultimatum/>
- p.47**..... Avery Coleman
"Scarabs of Doom", for Darksiders II
<https://www.videogamesartwork.com/games/darksiders-ii>
- p.49**..... Alex Alexandrov
Silverclan Engineer
<https://www.deviantart.com/alexaleandrov>
- p.50**..... Sidharth Chaturvedi
Revolt
<http://sidharthchaturvedi.blogspot.com/2015/07>
- p.51**..... Vicky Yarova
Secret Signs
<https://www.deviantart.com/vika-yarova>
- p.53**..... Lindsay Archer
"Master Yap", for Dragonlance: Dragons of Krynn
<https://www.deviantart.com/linzarcher>
- p.54**..... amiroteia
Magier Wizard
<https://www.deviantart.com/amiroteia>
- p.55**..... Charles Theodore Frere
An Arab Encampment
www.artrenewal.org/artists/charles-theodore-frere/176
- p.55**..... Guesscui
Exotic Girl
<https://www.deviantart.com/guesscui>
- p.58**..... CondeNadie
Zeke, Half-Orc Druid
<https://www.reddit.com/user/CondeNadie>
- p.58**..... Marcela Medeiros
Yavanna Character Design
<https://www.deviantart.com/marcelamedeiros-arts>
- p.58**..... Ekaterina Mikhailova
Merlin
<https://www.artstation.com/katietales>
- p.58**..... Sandara Tang
Monarchs
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- p.59**..... Will Worthington
"Sun of Life", for Wildwood Tarot
<http://willworthingtonart.co.uk>
- p.60**..... Marion Rose
One Sunflower
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Glittering isometric light diamond icon
<https://www.freepik.com/macrvector>
- p.62**..... Brogan Coral
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- p.63**..... Jesper Ejsing
Halfling
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Window
<https://www.jeremypaulwildlifeartist.co.uk/gallery>
- p.64**..... Steve Belledin
"Perimeter Captain", for MtG: Worldwake
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Torch/Favor of the Colossus
wiki.guildwars2.com/wiki/Design-a-Weapon_Contest
- p.80**..... Leesha Hannigan
"Shadow Fey Ambassador", for Kobold Press
<https://twitter.com/LeeshaHannigan>

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Arantir
<https://www.deviantart.com/callofthedeepl>
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<https://displate.com/displate/936224>
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<https://danscottart.format.com/#0>
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Hansel & Gretel at the Opera San Jose
photo Bob Shomier, set design Larry Hancock
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Frost River Camp Kitchen Portage Pack
<https://kollathdesign.com>
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<https://www.deviantart.com/nipuni>
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<http://www.fairyroom.ru/?p=10917>
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Savanna Giant
<https://www.artstation.com/arielp>
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experiments with reflections
<https://leautonomousartist.tumblr.com/>
- p.134.....**..... Haley Wakefield
where is my soul? How did we end up like this...
<https://bbanditt.tumblr.com>
- p.137.....**..... Les Edwards
Perdido Street Station; Cover
<http://www.lesedwards.com>

STRAIGHT FROM THE HORSE'S MOUTH!

The mystic Arcganvus Hippocamer, an incorrigible wanderer whose boots have brushed more horizons than perhaps any other being in the multiverse, has at last organized his scattered journal notes on the lore of other worlds. The apple of his eye is the collection of recipes and regalements gathered in the pursuit of his foremost interest: the delights of food. And now he invites all to sample the tantalizing possibilities within his curated cookbook.

Served up within this book are new rules options and story inspiration for all the character classes in the *Player's Handbook*, as well as the artificer class in *Tasha's Cauldron of Everything*. Accompanying twenty new subclasses and seven new races are a bevy of spells, feats, and magical paraphernalia for use in the kitchen or out on an adventure. Dungeon Masters can also raid a larder of expanded rules and optional goodies for adding new zest or depth to the narrative pot of their campaign. The centerpiece of the spread is the gourmet class, a stalwart chef whose food fuels the adventuring day, included with a baker's dozen of its own subclasses that cook up creatures from across the worlds of D&D.

Here and there, Hippocamer garnishes these offerings with musings and remembrances of his own. He has but one command to those who come looking for the secrets of the multiverse in his expansive digest: dig in!

For use with the fifth edition *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*, as well as optional additional sourcebooks



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